

# Terms related to E-SPORTS

These terms and moves encompass a wide range of concepts, strategies, and roles essential in the world of e-sports. They cover various aspects of e-sports gameplay, from advanced techniques and character abilities to equipment and communication strategies.



## General Terms

- AFK (Away From Keyboard)** - a player who is temporarily inactive.
- Aimbot** - software that automatically targets opponents.
- Buff** - a temporary increase in a character's power or abilities.
- Debuff** - a temporary decrease in a character's power or abilities.
- DPS (Damage Per Second)** - a measure of the damage dealt over time.
- FPS (Frames Per Second)** - a measure of how smoothly a game runs.
- HUD (Heads-Up Display)** - the on-screen display of information.
- MMO (Massively Multiplayer Online)** - a genre of games with large numbers of players.
- Nerf** - a reduction in a character's power or abilities.
- Ping** - the latency or response time in a game.

## In-Game Roles and Strategies

- ADC (Attack Damage Carry)** - a character focused on dealing high damage.
- Carry** - a character that becomes more powerful as the game progresses.
- CC (Crowd Control)** - abilities that impair or control opponents.
- Flanker** - a character that attacks from the sides or behind.
- Ganker** - a character that ambushes and eliminates opponents.
- Healer** - a character that restores health to teammates.
- Jungler** - a character that moves through neutral areas to gain resources.
- Peel** - protecting a teammate by keeping opponents away.
- Support** - a character that assists teammates with buffs, healing, or utility.
- Tank** - a character that absorbs damage and protects teammates.

## Gameplay Moves and Mechanics

**AOE (Area of Effect)** - an ability that affects multiple targets in an area.

**Combo** - a series of moves used in quick succession.

**Cooldown** - the waiting period before an ability can be used again.

**Disengage** - retreating from a fight.

**Engage** - initiating a fight with opponents.

**Farm** - collecting resources by defeating enemies or gathering items.

**Kiting** - attacking while maintaining distance from the opponent.

**Last Hitting** - delivering the final blow to an enemy to gain resources.

**Skill Shot** - an ability that requires precise aiming.

**Zoning** - controlling an area to prevent opponents from entering.

## Communication and Coordination

**Blind Pick** - selecting characters without knowing the opponents' choices.

**Draft** - the process of selecting characters for a match.

**Meta** - the most effective strategies and characters currently popular.

**Pinging** - using the in-game system to alert teammates.

**Roster** - the list of players on a team.

**Scrim** - a practice match between teams.

**Shotcaller** - the player who makes strategic decisions for the team.

**Smurfing** - experienced players using new accounts to play against less experienced opponents.

**Sub (Substitute)** - a backup player who can replace a team member.

**Tilt** - becoming frustrated and playing poorly as a result.

## Competitive Play and Tournaments

**Best of Five (Bo5)** - a match format where the winner is the first to win three games.

**Best of Three (Bo3)** - a match format where the winner is the first to win two games.

**Bracket** - the structure of a tournament showing matchups.

**Caster** - a commentator who provides play-by-play analysis during matches.

**Double Elimination** - a tournament format where teams must lose twice to be eliminated.

**LAN (Local Area Network)** - a tournament held in a physical location.

**Online Qualifier** - a tournament held online to qualify for a larger event.

**Prize Pool** - the total amount of money awarded in a tournament.

**Seed** - ranking teams or players based on their skill level.

**Spectator Mode** - a game mode allowing viewers to watch matches.

## Advanced Gameplay Techniques

**Animation Canceling** - interrupting an animation to perform actions more quickly.

**Bait** - luring an opponent into a trap.

**Crowd Control Chain** - using multiple abilities to keep an opponent immobilized for an extended period.

**Juke** - tricking an opponent into thinking you are moving in one direction but then changing direction.

**Outplay** - successfully using superior skill or strategy to defeat an opponent.

**Power Spike** - a point in the game where a character becomes significantly stronger.  
**Reset** - quickly returning to a neutral or starting position after an action.  
**Snowball** - gaining an early advantage and continually increasing that lead.  
**Split Pushing** - pushing a lane while the rest of the team distracts the opponent elsewhere.  
**Wombo Combo** - a coordinated use of abilities by a team to deal massive damage.

## Character Abilities

**Active Ability** - an ability that must be activated by the player.  
**Blink** - an ability that allows a character to teleport a short distance.  
**Buff Ability** - an ability that increases the power of allies.  
**Debuff Ability** - an ability that reduces the power of enemies.  
**DOT (Damage Over Time)** - an ability that deals damage gradually over a period.  
**Heal** - an ability that restores health to a character or allies.  
**Passive Ability** - an ability that is always active or triggers automatically under certain conditions.  
**Root** - an ability that prevents a character from moving.  
**Shield** - an ability that provides temporary protection from damage.  
**Ultimate Ability** - a character's most powerful ability, usually with a long cooldown.

## Equipment and Items

**Armor Penetration** - an item stat that reduces the effectiveness of the opponent's armor.  
**Attack Speed** - an item stat that increases the rate of basic attacks.  
**Consumables** - items that can be used once for a temporary effect.  
**Cooldown Reduction** - an item stat that reduces the waiting time for abilities.  
**Critical Strike** - an item stat that increases the chance of dealing extra damage.  
**Health Potion** - a consumable item that restores health.  
**Life Steal** - an item stat that heals a character for a percentage of the damage they deal.  
**Magic Resist** - an item stat that reduces the damage taken from magic abilities.  
**Mana Regen** - an item stat that increases the rate at which mana is restored.  
**Ward** - an item that provides vision in a specific area.

## Game Phases

**Base Defense** - protecting your base from enemy attacks.  
**Early Game** - the initial phase of a match, focusing on farming and gaining levels.  
**Ganking** - ambushing an opponent in a lane to secure a kill.  
**Laning Phase** - the period where players are primarily in their assigned lanes.  
**Late Game** - the final phase where teams are fully built and major team fights decide the outcome.  
**Mid Game** - the middle phase where teams start to group and contest objectives.  
**Objective Control** - prioritizing control of major objectives like towers, dragons, or barons.  
**Roaming** - leaving a lane to assist teammates or secure objectives.  
**Sieging** - pressuring and attacking enemy structures.  
**Team Fight** - a large-scale battle involving most or all players from each team.

## Communication and Team Play

**In-Game Leader (IGL)** - the player responsible for leading and making decisions during a match.

**KDA (Kills/Deaths/Assists)** - a statistic measuring a player's performance.

**Macro Play** - strategic decisions involving the entire map, such as rotations and objective control.

**Micro Play** - individual mechanical skill and small-scale interactions.

**Peeling** - protecting key teammates by keeping enemies away.

**Pinging** - using in-game signals to communicate with teammates.

**Positioning** - placing characters in the optimal locations for effectiveness and safety.

**Shotcalling** - making real-time strategic decisions for the team.

**Vision Control** - placing and destroying wards to maintain vision on the map.

**Zone Control** - controlling areas of the map to deny opponents access.

Source: ChatGPT