Laning Phase (0-10 mins / until tower falls)

Criteria	Notes	Rating (1 = Poor, 5 = Excellent)				
1. Setting Creeps	Dropping creeps health for spell kill threshold	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
2. Creep Aggro	Pull creeps with aggro, abuse aggro cooldown	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
3. Idle Time	Active time, time spent standing still	1 Always	2 Mostly	3 Sometimes	4 Rarely	5 Never
4. Last Hitting Ability	Secure last hits, use spells if needed	1 0-1 per wave	2 0-2 per wave	3 1-2 per wave	4 2-3 per wave	5 3-4 per wave
5. Denying Ability	Deny creeps to reduce enemy XP/gold	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
6. Trading Ability	Use spells or right clicks to trade properly	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
7. Hero Positioning	Avoid unnecessary harass, zone when stronger	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
8. Courier Efficiency	Use often and efficiently, awareness of gold	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
9. Item Build (Laning)	Adaptability to stats, regen, boots, etc	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
10. Sustain Consistency (Laning)	Sustaining HP & MP throughout lane	1 <40% HP MP	2 40-50% HP MP	3 50-60% HP MP	4 60-80% HP MP	5 >80% HP MP
11. Warding / Dewarding (Laning)	Observers and Sentries usage in lane	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
12. Rune Control (Laning)	Securing runes throughout lane	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
13. Tower Diving	Knowledge and execution of tower dive / harass	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
14. Breaking Enemy's Tower	Time taken to destroy enemy's Mid tower	1 Tower >50% HP	2 Tower <50% HP	3 Broken >12 mins	4 Broken 10-12 mins	5 Broken <8-10 mins
15. Post-Laning Identification	Identifying end of laning stage & next action plan	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
Score (out of 75)		?? / 75				
Feedback for improvements (Laning)						

Early-Game Phase (10-25 mins / until item timing is hit)

Criteria	Notes	Rating (1 = Poor, 5 = Excellent)				
1. Farming Ability (by 20 mins)	Farm lane and jungle efficiently (CS by 20 mins)	1 <100 CS	2 100-119 CS	3 120-129 CS	4 130-150 CS	5 >150 CS
2. Area Control	Push waves, control jungle, pressure map	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
3. Map Awareness	Read map for information	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
4. Rotations / Ganks	Rotate / gank when good opportunity arises	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
5. Item Build (Early-Game)	Itemizing for survivability, mobility, damage, etc	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
6. Sustain Consistency (Early-Game)	Sustaining HP & MP throughout early-game	1 <40% HP MP	2 40-50% HP MP	3 50-60% HP MP	4 60-80% HP MP	5 >80% HP MP
7. Warding / Dewarding (Early-Game)	Observers and Sentries usage in early-game	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
8. Rune Control (Early-Game)	Securing runes throughout early-game	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
9. Making Plays	Getting pickoffs kills, pushing limits	1 Never / Wrongly	2 Rarely / Wrongly	3 At times / Wrongly	4 Often & Correctly	5 Always & Correctly
10. Communication Skills	Making calls, communicating intent	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
11. Death Counter	Number of deaths in early-game	1 ≥4 deaths	2 3 deaths	3 2 deaths	4 1 death	5 0 death
12. Item Timings	Time taken to hit key items	1 ≥25 mins	2 24 mins	3 23 mins	4 22 mins	5 ≤21 mins
Score (out of 60)		?? / 60				
Feedback for improvements (Early-Game)						

Additional Criteria	Notes	Score				
GPM	Gold Per Minute after game	<600 -3 points	600 0 points	700 +1 point	800 +2 points	≥900 +3 points
XPM	Experience Per Minute after game	<700 -3 points	700 0 points	800 +1 point	900 +2 points	≥1000 +3 points
Last Hits (by 30 mins)	Last Hit Count after 30 minutes	150-169 -3 points	170-189 0 points	190-209 +1 point	210-229 +2 points	≥230 +3 points
KDA Ratio	Kills, Deaths & Assists ratio after game	1K:1D -3 points	2K:1D 0 points	3K:1D +1 point	4K:1D +2 points	5K:1D +3 points

TOTAL SCORE	??/135		
Overall grade:	≥90% *(Gold Award)*	70-89% *(Pass)*	<70% *(Fail)*
Recommendations:			

Laning Phase (0-10 mins / until tower falls)

Criteria	Notes	Rating (1 = Poor, 5 = Excellent)				
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15. Post-Laning Identification	Identifying end of laning stage & next action plan	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
Score (out of 75)		?? / 75				
Feedback for improvements (Laning)						

Early-Game Phase (10-25 mins / until item timing is hit)

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Feedback for improvements (Early-Game)						

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Recommendations:			