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## DotA Phases Step-by-step Process (DPSP) Assessment Sheet for MIDLANE (Basic)

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By BalloonDota, DotA 2 coach 1000+ students, 7 years coaching
1000+ students, 7 years coaching

Session Number: Date:

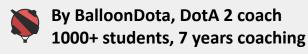
**Total Score:** ???/135

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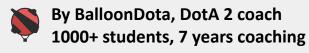
Phase	Evaluation Criteria	Score				
Laning  Length of phase: First 7 -10 mins			։ Creep Manaչ (Laning)	gement		
of game  1.  (or until either  Mid tower falls)  (Di  thr	1. Setting Creeps  (Dropping creeps health for spell kill threshold, preparing trading / last hitting opportunities)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly

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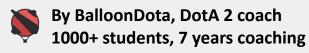
Phase	Evaluation Criteria	Score				
	2. Creep Aggro  (Pull creeps with aggro, abuse aggro cooldown)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	3. Last Hitting Ability (Secure last hits, use spells if needed)	1 0-1 per wave	2 0-2 per wave	3 1-2 per wave	4 2-3 per wave	5 3-4 per wave
	4. Denying Ability  (Deny creeps to reduce enemy XP/gold)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly



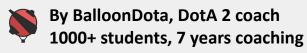
Phase	Evaluation Criteria	Score				
	Subsection 2: Hero & Trading Management (Laning)					
	5. Trading Ability  (Use spells or right clicks to trade properly)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
	6. Idle Time  (Active time, time spent standing still)	1 Always	2 Mostly	3 Sometimes	4 Rarely	5 Never
	7. Hero Positioning (Avoid unnecessary harass, zone when stronger)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent

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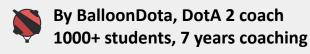
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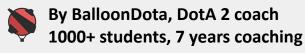
Phase	Evaluation Criteria	Score						
	Subsection 3: Resource Management (Laning)							
	8. Courier Efficiency  (Use often and efficiently, awareness of gold)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent		
	9. Sustain Consistency (Sustaining HP & MP throughout lane)	1 <40% HP MP	2 40-50% HP MP	3 50-60% HP MP	4 60-80% HP MP	5 >80% HP MP		



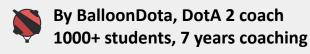
Phase	Evaluation Criteria	Score					
	Subsection 4: Advantage Management (Laning)						
	10. Item Build  (Adaptability to stats, regen, boots, etc)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent	
	11. Warding / Dewarding  (Observers and Sentries usage in lane)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly	



Phase	Evaluation Criteria	Score				
	12. Rune Control (Securing runes throughout lane)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / 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 Not broken ( >50% HP )	2 Not broken (<50% HP)	3 >12 mins	4 10-12 mins	5 <8-10 mins



Phase	Evaluation Criteria	Score					
	Subsection 5: End of Laning Phase						
	15. Post-Laning Identification  (Identifying end of laning stage & next action plan)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent	
Total Score		??/75					
Feedback for Improvements (Laning)							



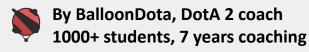
## **EARLY GAME (10-25 mins)**

Phase	Evaluation Criteria	Score				
Early-Game  Length of phase:	Subsection 1: Farm & Resource Management (Early-Game)					
10 to 25 mins (or until item timing is hit)	1. Farming Ability (by 20 mins)  (Farm lane and jungle efficiently)	1 <100 CS	2 100-119 CS	3 120-129 CS	4 130-150 CS	5 >150 CS
	2. Sustain Consistency (Sustaining HP & MP throughout early-game's farming process)	1 <40% HP MP	2 40-50% HP MP	3 50-60% HP MP	4 60-80% HP MP	5 >80% HP MP

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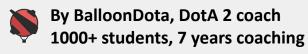
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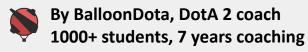
Phase	Evaluation Criteria	Score				
	Subsection 2: Map Management (Early-Game)					
	3. Area Control  (Push waves, control jungle, pressure map)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
	4. Map Awareness (Read map for information)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent

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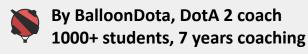
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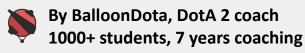
Phase	Evaluation Criteria	Score				
	5. Rotations / Ganks  (Rotate / gank when good opportunity arises)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	6. Making Plays  (Getting pickoffs kills, pushing limits)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly



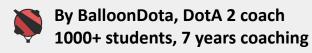
Phase	Evaluation Criteria	Score					
	Subsection 3: Advantage Management (Early-Game)						
	7. Item Build  (Itemizing for survivability, mobility, damage, etc)	1 Poor	2 Average	3 Decent	4 Good	5 Excellent	
	8. Warding / Dewarding (Observers and Sentries usage in early-game)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly	



Phase	Evaluation Criteria	Score				
	9. Rune Control  (Securing runes throughout early-game)	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / 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

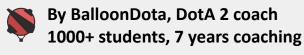


Phase	Evaluation Criteria	Score				
	Subsection 4: End of Early-Game Phase					
	12. Item Timings (Time taken to hit key items)	1 ≥25 mins	2 24 mins	3 23 mins	4 22 mins	5 ≤21 mins
Total Score			??/60			
Feedback for Improvements (Early-Game)						



Additional Criteria	Score					
GPM	<600	600	700	800	>900	
(post-game)	-3 points	0 points	+1 point	+2 points	+3 points	
XPM	<700	700	800	900	>1000	
(post-game)	-3 points	0 points	+1 point	+2 points	+3 points	
Last Hits	150-169	170-189	190-209	210-229	230++	
(by 30 mins)	-3 points	0 points	+1 point	+2 points	+3 points	
KDA Ratio	1K:1D	2K:1D	3K:1D	4K:1D	5K:1D	
(post-game)	-3 points	0 points	+1 point	+2 points	+3 points	

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# TOTAL SCORE: ??/135

# Overall grade:

- Gold Award (≥90%)
- Pass (70-89%)
- Fail (<70%)

#### Recommendations:

1)