



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

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

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Hero:

Replay ID:

Session Number:

Date:

Total Score: ???/135

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

Phase	Evaluation Criteria	Score				
Laning <u>Length of phase:</u> First 7 -10 mins of game (or until either Mid tower falls)	Subsection 1: Creep Management (Laning)					
	1. Setting Creeps <i>(Dropping creeps health for spell kill threshold, preparing trading / last hitting opportunities)</i>	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 <i>(Pull creeps with aggro, abuse aggro cooldown)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	3. Last Hitting Ability <i>(Secure last hits, use spells if needed)</i>	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 <i>(Deny creeps to reduce enemy XP/gold)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly

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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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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

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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

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Phase	Evaluation Criteria	Score				
	12. Rune Control <i>(Securing runes throughout lane)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	13. Tower Diving <i>(Knowledge and execution of tower dive / harass)</i>	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
	14. Breaking Enemy's Tower <i>(Time taken to destroy enemy's Mid tower)</i>	1 Not broken (>50% HP)	2 Not broken (<50% HP)	3 >12 mins	4 10-12 mins	5 <8-10 mins

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

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EARLY GAME (10-25 mins)

Phase	Evaluation Criteria	Score				
Early-Game <u>Length of phase:</u> 10 to 25 mins (or until item timing is hit)	Subsection 1: Farm & Resource Management <i>(Early-Game)</i>					
	1. Farming Ability (by 20 mins) <i>(Farm lane and jungle efficiently)</i>	1 <100 CS	2 100-119 CS	3 120-129 CS	4 130-150 CS	5 >150 CS
	2. Sustain Consistency <i>(Sustaining HP & MP throughout early-game’s farming process)</i>	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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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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Phase	Evaluation Criteria	Score				
	5. Rotations / Ganks <i>(Rotate / gank when good opportunity arises)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	6. Making Plays <i>(Getting pickoffs kills, pushing limits)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly

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

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Phase	Evaluation Criteria	Score				
	9. Rune Control <i>(Securing runes throughout early-game)</i>	1 Never / Wrongly	2 Rarely / Wrongly	3 Sometimes / Wrongly	4 Often & Correctly	5 Always & Correctly
	10. Communication Skills <i>(Making calls, communicating intent)</i>	1 Poor	2 Average	3 Decent	4 Good	5 Excellent
	11. Death Counter <i>(Number of deaths in early-game)</i>	1 ≥4 deaths	2 3 deaths	3 2 deaths	4 1 death	5 0 death

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

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

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TOTAL SCORE: ??/135

Overall grade:

- Gold Award ($\geq 90\%$)
- Pass (70-89%)
- Fail ($< 70\%$)

Recommendations:

1)

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