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Game Analysis 2

4/23/21

### **Overwatch analysis**

Overwatch is a 5v5 firefight game developed and published by Blizzard Entertainment in 2016. It combines the mechanics of an FPS game and the specific playstyle choice of a battle arena game. Players play on a team of 5 to complete the given objective of moving a payload from point A-B or capturing locations on the map. Despite being almost 6 years old it is still a pretty popular game, Overwatch still sees an average of about 10 million players (Olivia Richmond, win.gg). At the time this paper is being written, activeplayer.io calculates about 197,668 players are currently online playing Overwatch. It seems even gamers who have never played Overwatch still seem to know the name of the game, which goes to show how recognizable it is to the gaming community. The game has received very positive reviews with 92% of users liked it on google, instangaming.com rated it a 4.9/5, and Walmart a 4.7/5(I know, when did Walmart start reviewing games?).

### GAMEPLAY AND PLAY EXPERIENCES

When a player signs into Overwatch they are met with the home screen with one of the characters as a graphic usually to show off a new cosmetic aspect or event. The player has options to open loot boxes, check hero cosmetics, change settings, practice, check your profile statistics, social, and obviously play. Just by the home screen, you can already tell that the

community around the game is strong and committed from the number of places the home screen branches to, even allowing players to watch highlights of others. When the player clicks the play button they are brought to a screen where they can choose which match mode they would like, Quickplay for short games and non-competitive vanilla play, Arcade to try new experimental maps and game mode ideas, Competitive for a higher level of play and longer games, and game browser where you can play game modes made by the community. After you select a game mode you chose your class between tanks, damage, and support. Tanks lead the charge into the battlefield with large amounts of health and heavy attacks and are to draw enemy fire and attention. Damage class is characters with much lower health than tanks but can deal damage at high rates either with speed or power. Supports are the hardest class to learn, their abilities range from damage buff to healing and stunning to speeding up teammate movements. Supports are to aid the damage and tank class heroes in keeping them alive or buffing them to do more damage. Once you select a class you hop into the fight with your team.

*Positives.* The biggest positive is the ability to play community games while you wait for your game to load. Even though searching for a game average about 2-4 minutes, sitting doing nothing for that time always was boring and felt disruptive. The ‘warm-up’ before the game also helps the player to prepare for the fast-paced action that they will encounter. The developers have also put countless hours into designing and planning characters for new playstyles or synergetic combinations with heroes in the game. They also are constantly creating new, fun, and cool skins for heroes. This helps keep the game fresh and gives players something to work for. Because they create heroes based on playstyles, the creator of Overwatch, Jeff Kaplan, did not want to do

a standard pick and ban system (teams can pick a character to ban the other team from using) that is used in other MOBA-style games. He felt:

Personally, I am not a believer in these systems for OW (while I understand and respect why they use them in MOBA). I prefer to think that OW allows you to be creative which is different than forces you to be creative. I don't want to watch the best Genji player in the world play Zarya – I want to see him/her play Genji. And also, seeing how many of you “main” heroes because you love them, I don't want the game – or your opponent – telling you you're not allowed to play that hero.” (Jeff Kaplan)

*Negatives.* Even phenomenal games have their weak points, so naturally, Overwatch has its rough spots. The most cumbersome part of the game is really what separates competitive players from casual. With all the various heroes, competitive players have experience playing with or against most of them and tend to know their weaknesses, strengths, and even the audio cues of certain moves and how to best defend against them. So for newer or less experienced players, they are left at a disadvantage if they do not understand how all the characters (or at minimum a handful) on the battlefield play, then they are left at a great disadvantage. When you understand how to best use your hero in the given situation alongside your team you see huge improvements in play. Another negative factor is how heavily the game relies on players to move, defend and attack as a team in order to be victorious. Sadly this means when one of you dies, there is a chance of a massive swing in favor of the opposing team, and also vice versa. If one of your teammates doesn't understand that you need to stay as a team and charges ahead as if it here Call

of Duty, your team will almost certainly lose. The only other negative is the lack of play selection. Players can not choose which game mode between playing defense/attack to stop/move the payload along a track to the marked areas or if you just need to capture a point on the map. You also cannot choose the map, which sucks when it comes to one map which is horrible for the attacking team due to the map design.

## CONCLUSION

Overwatch is a AAA top-tier game. It had the 7th largest E-sports payouts in 2020 with a total of about \$5 million paid to winners. It also garnered about 12,486,741 hours in watch time in the past 30 days according to sullygnome.com. The game offers a fast-paced action-packed experience that makes players think about many factors in a split-second time frame by taking the idea of character selection from MOBA games and the chaos of FPS firefight games.

Score: 2.7/3 (great game)

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