



Overwatch Versus Talon

Overwatch Game Mode Design

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Inspiration/Design Goal

Overwatch has a very original and excellent story design that changes a class based multiplayer shooter game into a diverse world of people with realistic stories and personalities. The interactions between characters in game and in various animation shorts keep me wondering what would happen if they become playable scenes with players helping them achieving their goals, while keeping the fun of multiplayer shooter.

In the history of overwatch, team Overwatch led by Jack Morrison has always have some disagreements with its secret ops division Blackwatch, led by Gabriel Reyes, many of which members later joined Talon after the former's disbandment.

The many disputes and battles between Jack Morrison and Gabriel Reyes is an important part of the history of overwatch that has not yet been explored much in Overwatch in terms of gameplay.

Here, I would like to embody one of the many conflicts in the form of a new game mode: Overwatch vs Talon, where members of the overwatch team led by Soldier 76 fights against Talon heros led by Reaper.

Game Mode

Arcade/Overwatch Archives Special Event

Play Style

Base Infiltration
Stealth
Hostage Rescue

Story

Talon has invaded the Overwatch Museum and captured some civilians in trade of a valuable weapon in the museum collection. Team **Overwatch** tries to rescue the hostages and eliminate the **Talon** members led by Reaper.

Teams

Overwatch: Soldier 76, Tracer, Ana, Winston
Talon: Widowmaker, Reaper, Moira, Doomfist

Goal

Overwatch: Infiltrate Overwatch museum, rescue and escort hostages out of the building within a given time.

Talon: Eliminate Overwatch members within a time limit or keep hostages in the room until time is up.

Map Design

Inspirations:

- Hostage rescue maps such as Assault and Office in Counter Strike
- Survival Horror games with stealth and hiding such as Outlast
- Existing Overwatch map designs such as the first attackers' spawn point in Rialto and the multi-tiered interior in the spawn points in Oasis City Center map

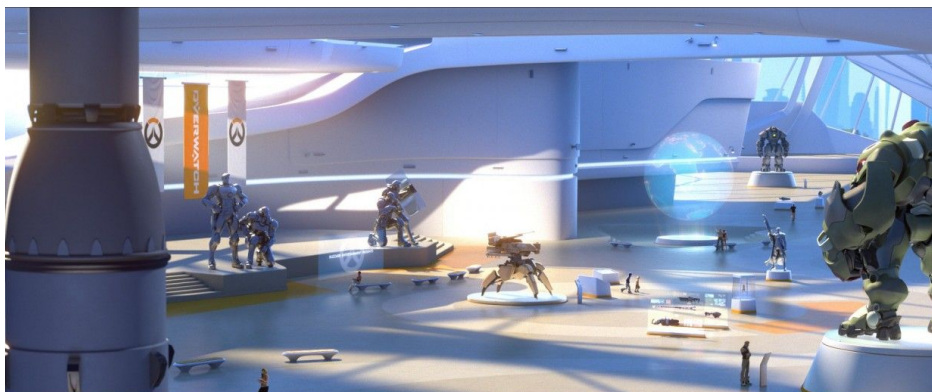
Unique Features

- Map with an exterior and interior. One team attacks from outside and one defend inside.
- Multiple points of entries: front gate, back door, rooftops, airways, broken walls, underground tunnels
- Plenty of shadows and hiding spots
- High buildings for great sniping spots
- Doors that make Large sounds when pushed open, or slowly slide open to attract attention of player and increase tension and suspense.
- Hostages can be randomly scattered around the map to prevent camping and encourage exploration.

Visualization



Exterior: large open areas, trees and sculpture pieces to break lines of sight.
Higher platforms for sniping and flanking



Interior: Two tiers. With sliding doors and tourist elevators/escalators. Crowded with items, a lot of shadows and hiding spots, narrow passageways.

Gameplay Strategy

- **Overwatch** members can enter from multiple entry ways (front door, back door, rooftop)
- Some members of **Overwatch** can distract team **Talon** from the front, and some sneak from the back to reach hostage locations.
- **Talon** members can camp in corners or surprise team **Overwatch** by dropping down from the high grounds

Why is it fun?

- Asymmetric gameplay exploring the mechanics of stealth and base infiltration with unique hero abilities.
- Incorporate more crouching and quiet footsteps that are usually overlooked in overwatch gameplay. Bring in the thrill of popular custom games with stealth elements such as "Hide and Seek" and "I See You Move You Die".
- Each player is relatively independent, but still has space to come up with collaborative strategies and combos.
- Can experiment with elevators and ladders in Overwatch gameplay.
- Players directly becoming part of the story of Overwatch by playing as the characters to achieve goals that determine the future of Overwatch. Their actions have more meaningful in terms of help constructing the Overwatch universe.
- The players can even decide the outcome of the story. The game can keep track of the total number of games won by team Talon and by team Overwatch, and decide which team actually wins the battle in history depending on the results generated by the player community.