



Overwatch

By Blizzard Entertainment

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windows

macos

Description

Some elements of Overwatch borrow assets and concepts from the canceled Titan project . After establishing the narrative of an optimistic near-future Earth setting after a global crisis, the developers aimed to create a diverse cast of heroes that spanned genders and ethnicities as part of this setting. Significant time is spent adjusting the balance of the characters , making sure that new players would still be able to have fun while skilled players would present each other with a challenge. Overwatch was unveiled at BlizzCon 2014 , and was in a closed beta from late 2015 through early 2016 . An open beta prior to release drew in nearly 10 million players . The release of the game was promoted with short animated videos to introduce the narrative and characters. Overwatch received universal acclaim from critics, who praised the game for its accessibility, diverse appeal of its hero characters, bright cartoonish art style, and enjoyable gameplay. Blizzard reported over US\$1 billion in revenue during the first year of its release, and had more than 40 million players after two years . Overwatch is considered one of the greatest video games of all time, receiving numerous game of the year awards and other accolades. The game is also a popular esports, with Blizzard funding and producing the global Overwatch League .

Review

The story of the game and the setting:

Overwatch is developed on planet Earth around the year 2070, but the events of history began some thirty years before, around 2040: over the years technology has progressed a lot and, among the most advanced sectors, robotics stands out. With the development of truly intelligent artificial intelligences called Omnics, globally controlled by information centers, Omnium defined management, evolution and learning.

Modes of the game:

In Overwatch you play 6 against 6 in arenas around the world. The game lacks a single-player campaign, as it was developed specifically for a multiplayer gaming experience, and the only links to the game are present in Sporadic Archive Events, in which, in a PvE mode for four players, events related to the history of Overwatch are narrated and lived. There are three game modes plus a fourth hybrid.

Conquest: In this mode the two teams are divided into attackers and defenders. On the map you will have critical points at which the Defenders will maintain domination and resistance attacks from the attackers, who must therefore try to take those points. The Defenders, therefore, will have to resist for a limited time during which to keep at least one of their points under their control, on the other hand, the Attackers at that time will have to achieve by conquering all the points.

Control: in this mode, the two teams must face each other to gain control of certain points on the map in a game of the best of the three, the first team to achieve 100% control wins the round. The checkpoints change position at the start of each round and are scattered around the map.

Transport: In this mode, a team carries a charge from point A to point B, escorting it with at least one of its heroes to advance. The other team will have to try to eliminate all the heroes to stop the convoy. The team that has to escort the cargo wins if it reaches the finish line within the time limit, otherwise the enemy team will have won.

✓ Pros

- Incredibly fun competitive game mode. - Very engaging and requires everyone to work together to get a win, truly what a competitive game should be. Everyone pulling their own weight. -Not so much in game itself, but the dedication blizzard has to listening to feedback and helping fix the game. -MatchMaking is really good, it for the most part puts you in really balanced games in terms of skill and mmr. -Game play is really fun and engaging

✗ Cons

- Leavers get punished less than the people they left. -Coin flip (Yes I know Jeff said they will work on that next season but as of right now it is still a con that will be here) - Support mains get ranked far lower than their dps counterparts. -Solo Queue is very bad, usually ending with your team being assholes about some criticism or asking for a different hero than another Widowmaker. -Many people don't play it how it's meant to be played, like a team, and usually just play to try to get golden guns... -The toxicity is already through the roof -Koth results in very little XP (Not sure if this is fixed yet because I haven't played in a while.) -If you disconnect and come back you still got the loss and lose points, even if you win or lose. -Many people go into the game only knowing a few heroes and are very stubborn.

Tips

1. Start with the simple Take into account the needs of the team This is not death combat, play as a team Choose your next goal well Not everything is killing, killing and killing

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