

Blizzard Level Design Internship Supplemental Material

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Work In Progress

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Design Goal

To create a map that could be used inside of Overwatch. It should differentiate itself from other maps in terms of location, originality, and style. In addition, it can not break any of the rules currently set in the Overwatch universe, such as water and fast moving vehicles instantly killing the player.

My Bias

I grew up and live in the United States, so while I have had the privilege to travel the world and see many different places and cultures, I recognise that my experiences have mostly been from a North American and European perspective. As such, when I talk about other cultures, especially those of which I have never directly experienced, I recognise that fact that I am only basing my impressions on the research that I have done, and as such, may have neglected or overlooked a part of that culture that is important to those in it. This is not my intention, and if I have missed something important, I will happily correct it.

As for the game, I have been playing since it was released. In fact, in my first year of college, I joined my school's overwatch team. After playing on the team for two years, I retired and now just play for fun. However, my love for the game has never diminished, and I still discuss the new heroes, maps, and strategies with my friends.

Current Maps

Name of Map	Location	Map Type
Hanamura	Tokyo, Japan	Assault
Horizon Lunar Colony	Earth's Moon	-
Temple of Anubis	Giza Plateau, Egypt	-
Volskaya Industries	St. Petersburg, Russia	-
Blizzard World	Irvine, California	Hybrid
Eichenwald	Stuttgart, Germany	-
Hollywood	Los Angeles, USA	-
King's Row	London, UK	-
Numbani	Near Nigeria	-
Dorado	Mexico	Escort
Junkertown	Central Australia	-
Rialto	Venice, Italy	-
Route 66	USA	-
Watchpoint: Gibraltar	Gibraltar	-
Busan	South Korea	Control
Ilios	Greece	-
Lijiang Tower	China	-
Nepal	Nepal	-
Oasis	Iraq	-
Ayutthaya	Thailand	Capture the Flag
Black Forest	Germany	Deathmatch

Castillo	Mexico	-
Chateau Guillard	France	-
Ecopoint: Antartica	Antarctica	-
Necropolis	Egypt	-
Petra	Petra, Jordan	-

Current Heroes

Name	Role	Base of Operations
Ana	Support	Cairo, Egypt
Bastion	Offense	Unknown
Brigitte	Support	Gothenburg, Sweden
D.VA	Tank	Busan, South Korea
Doomfist	Offense	Oyo, Nigeria
Genji	Offense	Shambali Monastery, Nepal
Hanzo	Offense	Hanamura, Japan
Junkrat	Offense	Junkertown, Australia
Lucio	Support	Rio de Janeiro, Brazil
McCree	Offense	Santa Fe, New Mexico, USA
Mei	Offense	Xi'an, China
Mercy	Support	Zürich, Switzerland
Moira	Support	Dublin, Ireland; Oasis, Iraq
Orisa	Tank	Numbani
Pharah	Offense	Giza, Egypt
Reaper	Offense	Unknown
Reinhardt	Tank	Stuttgart, Germany
Roadhog	Tank	Junkertown, Australia
Soldier: 76	Offense	Unknown
Sombra	Offense	Dorado, Mexico
Symmetra	Offense	Utopaea, India

Torbjorn	Offense	Gothenburg, Sweden
Tracer	Offense	London, England
Widowmaker	Offense	Annecy, France
Winston	Tank	Horizon Lunar Colony
Wrecking Ball	Tank	Horizon Lunar Colony; Junkertown
Zarya	Tank	Krasnoyarsk Front, Russia
Zenyatta	Support	Shambali Monastery, Nepal

Map Ideas



Map Idea #1

Map Name: Utopaea

Location Based On: Utopaea, India

Type: Assault

Reason:

There has been a lot of lore given to the Vishkar Corporation, and it has already enveloped many characters, such as Symmetra, Lucio, and Sombra. As seen in the [“A Better World” comic](#) and the [Sombra Web](#), the Vishkar Corporation has connections to LumeriCo, which has known connections to Talon. Because of this, the map will already have a substantial amount of lore to use.

Thanks to the balanced nature of the map pool, there isn't a category that is hurting for another map. As such, because I have the chance to choose, I would want this map to be assault. I am thinking that this map would be split into an outdoor and indoor environment, with first point being in an outdoor, city section, and the second point being indoors, protecting the Vishkar Corporation headquarters.

Map Idea #2

Map Name: St. Lawrence

Location Based On: Montreal, Canada

Type: Hybrid

Reason:

There aren't many maps in Overwatch that have a cold weather climate. The only two are Volskaya Industries and Ecopoint: Antarctica, of which only one is in the Quick

Play/Competitive map rotation. As such, I think adding another cold weather map would be a “cool” concept. Quebec and Ontario, as well as the North-Eastern United States, hasn’t been touched yet. I would prefer to have a map based in Canada however, due to the three maps already based inside the United States. Also, I am currently located in Montreal, so getting reference images and ideas would be an easy task for me.

There are a few things that come to mind when I think of Montreal. First, is the Metro and underground network. Due to the extreme cold in the winter, there is a vast underground network connecting many of the major buildings together so that no one has to be outside for too long. I would want to bring this concept to Overwatch. To contextualize it, we can use the Omnic Crisis. Perhaps the humans lost the war in this area, and retreated underground to wait for help. Help never came, so the humans set up in this underground network. After the war was over, the underground had become a home to many of the people who had lived and grown up there. As such, instead of moving out, the underground was expanded and formed its own vast city.

The attackers would start in a drop ship, much like the ones on Control maps. From there, they would capture an outside point, marked as the entrance to a metro station. Then, the attackers would guide the payload through the underground for the first checkpoint. The final checkpoint would be located just outside of the metro, back in the open air. To summarize, the attacking team starts outside, goes into the underground with the payload, and emerges back outside for the final push.

Map Idea #3

Map Name: Tövkhön

Location Based On: Tövkhön Monastery, Mongolia

Type: Control

Reason:

Based on the [Tövkhön Monastery](#), this map would feature the beautiful, old architecture of the area. Surrounded by sweeping plains and hills, this map would be more open than most, and would have to provide many flank options based around its geography. I think that Mongolia has an incredible potential to become a map due to the rich history of the area. Also, due to the still prevalent nomadic population (~30%), there will be plenty of contextualization opportunities to insert the tech of Overwatch into the area.

For one map, the teams would start at the base of a hill, with the control point at the top. The map boundaries and paths would be controlled through nature, such as walking paths and stone outcrops, with some buildings placed to provide cover and support. The point would be a large shrine, similar to the Busan Sanctuary map.

The next map would be at an outdoor festival. This would be closer to an urban environment, and as such would have some set buildings and landmarks. The control point would be similar to Dorado first point, where a collection of stands forms a protective perimeter around the point. This map would be mostly flat, making high ground a precious commodity.

The last map would consist of two (small) identical temples connected via a mountain pass. Inside the mountain, it opens up to a large cavern where the control point is located. There would be minimal technology in these areas, similar to how Petra is presented.

Map Idea #4

Map Name: Maroantsetra

Location Based On: Madagascar

Type: Escort

Reason:

Madagascar is an extremely special place in the world. Over 90% of its wildlife is found nowhere else on Earth, yet, according to the United Nations, it is one of the least developed countries. It has a lot of environmental issues, and as such, could easily hook into a lot of the existing lore around the environment in Overwatch. Mei immediately comes to mind as a key character in this place, due to her environmental background.

The payload would be a truck full of essential science supplies and research. The attacking team would start in a forest camp, where the research would have been recorded. From there, they move from the forest into an urban area, and bring the payload safely to a research center for processing.

Map Idea #5

Map Name: Bahia

Location Based On: Salvador, Brazil

Type: Escort

Reason:

While there has been a map in Brazil, it was for Lucio Ball, a seasonal event, so I think a permanent map based in the Brazilian culture would still work. It already wraps in with Lucio's history, and it can be expanded to include the Vishkar Corporation, which already has footing in Rio De Janeiro.

I was inspired by [this](#) image I found via Google Maps. I'm unsure what the payload would contain, but I know the route I would want it to take. The attackers would start in a large building by the port. Moving the payload through the boat dock and up to the start of the slope would be the first point. Second would be pushing the payload up the side of the mountain. This would be similar to Junkertown second point; a short but challenging push for the attackers. Last point would consist of bringing the payload to a public square.

My Map

I've decided that due to my current location, as well as the other reasons I listed above, I will be making a block out of a map based around Montreal, Canada. It is a hybrid map with a working name of St. Lawrence. I collected 46 reference images around various parts of Montreal, such as Chinatown, metro stations (Lionel-Groulx, Atwater, Square-Victoria-OACI), Atwater Mall, other interesting buildings, and various skyline images. I also gathered 21 images from my trip to Quebec City to help with some of the architecture. These images can be seen through the following Google Photo Album:

<https://photos.app.goo.gl/GDYMf5i4mCfd53t87>