

# **Zion**

A Design Document for a Custom Overwatch Map

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### Story:

- The location in which the “*Legacy*” comic takes place was never specified, and as such, this is where Ana’s final mission before she was believed to be killed takes place, in which her eye was shot out.
- At the time, Zion was a warzone, but years after the incident, the buildings have decayed, and the area has become a well-known camping spot.
- Despite the high amount of visitation in the area, there remain remnants of the battle, which is a story that the level will tell.

### Payload Layout:

- The entire map is laid out across a **slope**, with the starting point being located towards the bottom near a river, and the end point being located towards the top, in a high tower.
  - This slope leads straight up, but the payload path itself winds around buildings.
- The **tower** itself is located atop Angel’s Landing, and comprises of two levels:
  - The first level is filled with futuristic decorations, such as telescopes and maps.
  - The second level is important, as it possesses a high-risk, high-reward “sniper spot.” The player is able to see all other rooftops across the world, but almost nothing under them.
    - Aesthetically, this level provides evidence that Ana was here. References will be used from the comic “*Legacy*.”
- The **rooftops** play a significant role in the design of the map. An entry path is accessible from the tower for mobile players, and another towards the low-point of the slope that allows almost any hero to enter them. This section allows players to jump from rooftop to rooftop down and up, provided that they are playing the appropriate mobile heroes.
  - The location of these entry points are intentional to prevent one side from pushing too much with the height advantage, although a couple of jump pads can be found across the world to reach them.
  - These rooftops have their own paths, some that lead straight up to the tower, and others that lead to other conflict points.
  - These rooftops even possess their own cover points, as well as hidden areas where health refills can be found.
- Meanwhile, below the rooftops is the **lower path** of the payload. This is where the payload will be pushed across a winding path that does not lead straight up. Along the way, players will encounter various conflict points that result in clashes with enemies, and small, hidden areas that contain health refills, along with large areas with large health refills.

- A majority of this path is covered off by the roofs of buildings, and other elements. This is to prevent those on the rooftops from easily firing off at those below. There are some small openings, though, and a few jump pads that still allow non-mobile players to reach them.
- A **river** runs through this path at a straight line, dividing the lower path of the map in half. It isn't too large, but it is quite deep. It will kill anyone who falls into its bulk.
- Aesthetically, the map possesses some camping decorations, such as chargers for omics, floating campers, and bar-b-que pits.
  - There is a small general store somewhere that contains a health refill.
- Throughout the map is a humorous aesthetic detail of **Ragnaros the Lava monster**. Highly reminiscent of Smokey the Bear, Ragnaros reminds campers to not start fires.
  - Signs, cutouts across the land and whatnot.