COVER PHOTO



Shinden

A Map Designed with Inspiration from Overwatch Deathmatch and Hero Gauntlet

Connor Schaaf | Technical Game Designer
Schaaf4@purdue.edu
schaafconnor0-collab.github.io/ConnorSchaafPortfolio/

Overview

Shinden is designed for an 8-player deathmatch mode. The map balances high and low ground, as well as indoor and outdoor portions, to create unique player-to-player interactions. Despite multiple indoor locations, there is very little opportunity for "camping," as all indoor spaces have very open floor plans. This allows for consistent action among players and little opportunity for players to remove themselves from the proceedings. There is a major central point of emphasis (POE) on the map that players are generally drawn toward, but angles and sightlines from the outskirts provide action in many different places.

The map itself represents a fictional Japanese temple and surrounding village. The art assets used for this map should represent modern furnishings inspired by Edo-period temple designs.

Story

Hidden in the mountains outside Kanezaka, Shinden was originally established during Overwatch's golden age as a specialized training center. Built around a historic Japanese temple, the facility was designed to look like a small Japanese village but, in reality, housed advanced technology to aid Overwatch members in preparing for battle.

Shinden was abandoned after Overwatch was disbanded, leaving its training systems dormant and the facility largely forgotten. Following Overwatch's recent return and the growing threat posed by Talon, Winston authorized the restoration of Shinden as a secure training center for the organization's expanding roster. With Genji helping oversee its revival, Shinden now brings experienced agents and new recruits together, preparing them for future conflicts while representing Overwatch's effort to learn from its past and rebuild for a new generation.

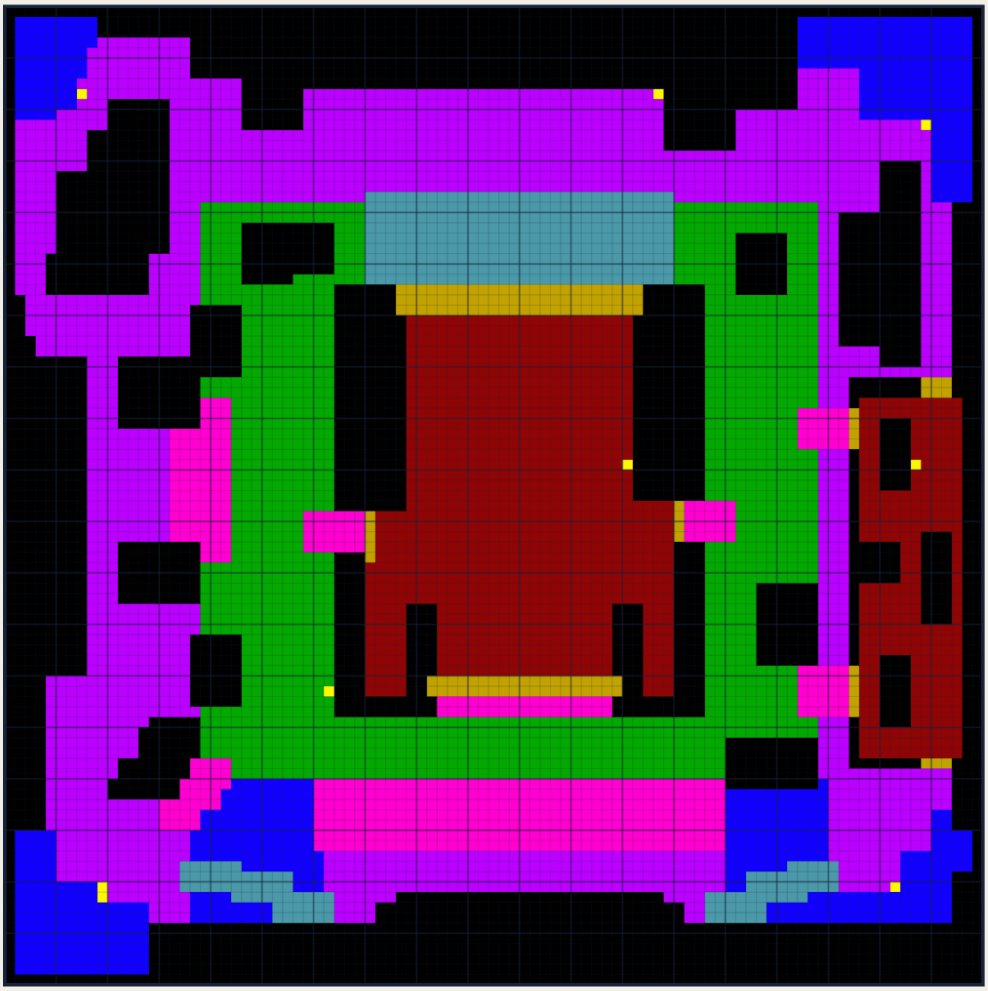
Design Highlights

- The map is designed with an upper-ground outer area, a lower-ground middle area, and an upper-ground central area. There is intentionally a lot of cover in the lower-ground area to balance the disadvantage of not having the best vantage point.
- There are two playable interior areas, one of which is very open and the other of which has a lot of cover.
- While the water is mostly cosmetic because it is a non-playable area, it can create interesting situations in which a player gets caught in a bad position, adding to the strategy while playing.
- Overall, the exterior portion of the map is quite open, allowing players to interact from many different vantage points.

BACKFIELD MAP MAKER

Shinden

95 × 95 cells | 11,400 uu × 11,400 uu | 114 × 114 m



10 cells = 1,200 uu

1 cell = 120 uu

LEVEL COMPONENTS

- **Water** — Describe its level-design role
- **Wall** — Describe its level-design role
- **Playable Upper Ground** — Describe its level-design role
- **Playable Lower Ground** — Describe its level-design role
- **Playable Interior** — Describe its level-design role
- **Stairs** — Describe its level-design role
- **Bridge** — Describe its level-design role
- **Doors** — Describe its level-design role
- **Player Spawns** — Describe its level-design role

Visual References



Hanaoka Overwatch Map



Kanezaka Overwatch Map



Kanezaka Overwatch Map

Visual References Note: Shinden will more closely mirror the layout of Kanezaka but the visual style of Hanaoka.