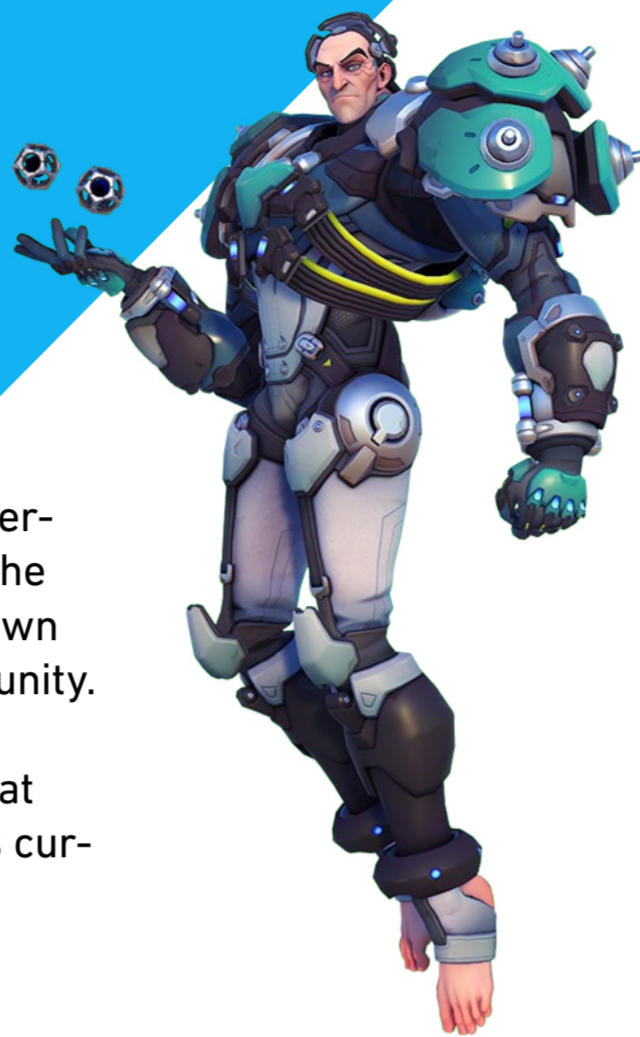


THE HAGUE

PUSH MAP

JASPER OPREL
INTERN LEVEL DESIGN

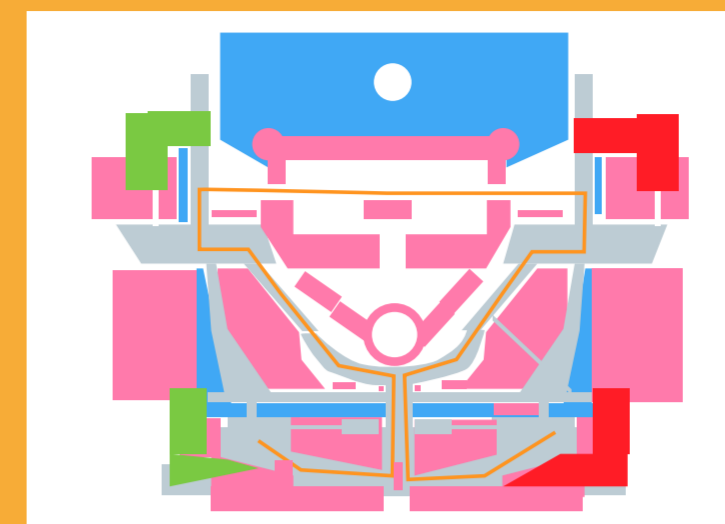


The Hague is the international law capital of the world. It houses the International Criminal Court where the gravest crimes against humanity are tried. You wouldn't know it when you visit, though. The Hague is incredibly charming and filled with stereotypically Dutch architecture. At its center you will find the Binnenhof which seats the government of The Netherlands.

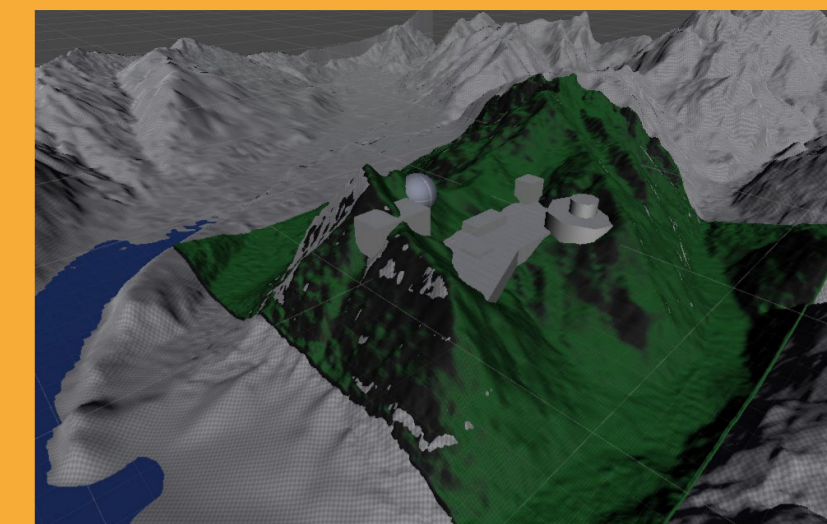
Talon's international crimes would certainly be tried at The Hague. It was the home of Siebren de Kuiper, also known as Sigma. An excellent story opportunity.

The Hague has a specific warmth that lies in line with existing maps, but is currently unmatched.

BONUS



Early sketch of the layout.



Start of Overwatch HQ ruins I was blocking out before the push gamemode was announced at Blizzcon.

GAMEPLAY

The large walls that you push in Push are an interesting bit of dynamic cover. This level accentuates that using large straight sections with long sightlines. The folding structure allows for a lot of interconnected paths and divided team pushes.

The map is flat, tightly packed and hectic. Just like The Netherlands.

MOVING FORWARD

Putting this blockout together cost about 20 hours of designing, modelling and iterating. Next steps would be playtesting with larger groups and a more diverse cast of characters. I would remodel the map to get rid of the sketchy boolean artifacts and to get cleaner lines. I think pathing in the central building could use more work as well as the paths that the bridges lead to.

Buitenhof



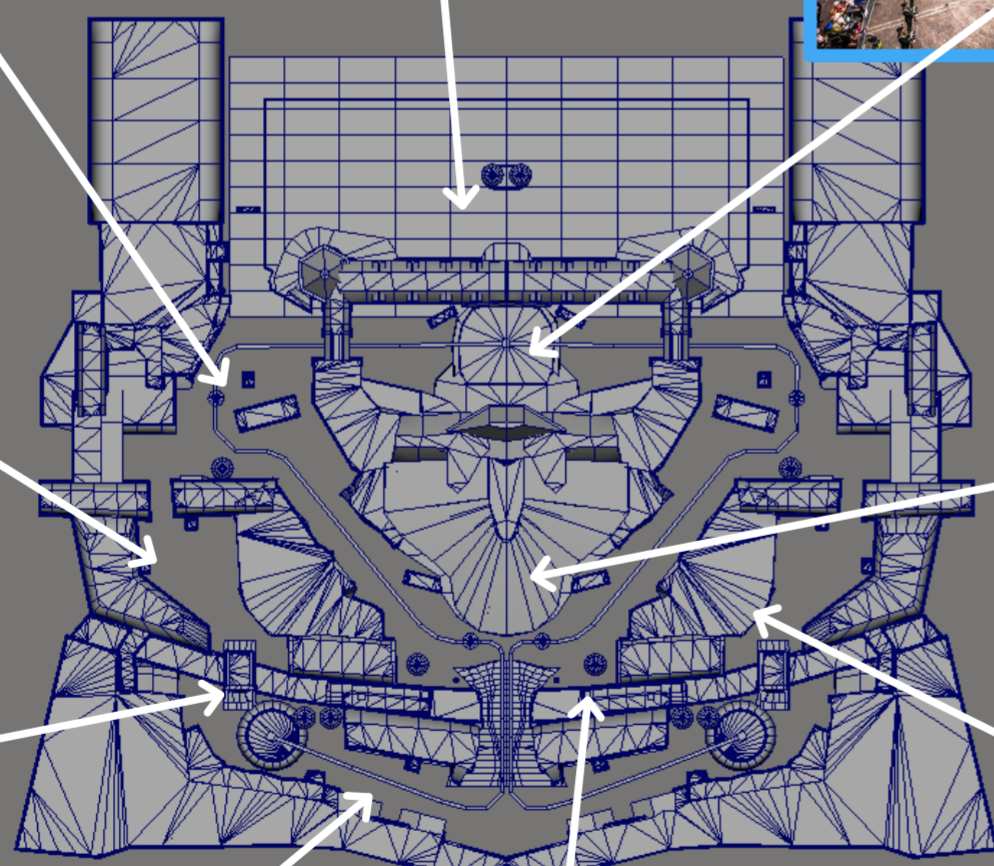
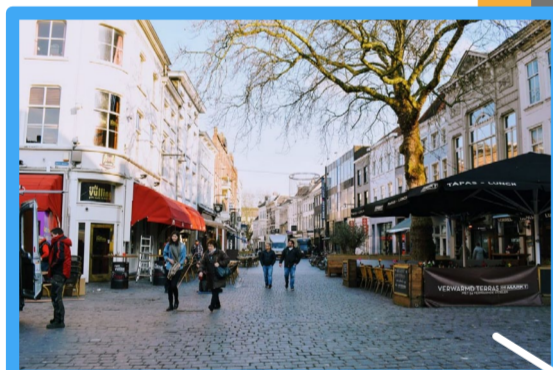
Binnenhof cityscape



Binnenhof indoors



Cobblestone pedestrian paths



Bijenkorf



Traditional bridge



Cheese store



Outdoor cafes



Traditional houseboat

REFERENCES

