Forum:Hack Forums

Thread: Overwatch 2 Ruined

Tyr - *October 30, 2024, 9:56 pm*

I wanted to open up a discussion on the reasons behind what many are calling the “failure” of Overwatch 2. As a long-time fan (or maybe just someone who's been keeping up with the gaming news), I know the disappointment with this sequel is real, and it feels like a far cry from the excitement we felt when Overwatch launched back in 2016.

Let’s dive into the major issues that have been troubling players since launch and explore why Overwatch 2 has struggled to live up to expectations. Feel free to add any insights or perspectives—let’s make this a solid rundown of what went wrong.

1. Promises vs. Delivery
One of the biggest complaints centers around unfulfilled promises. Blizzard had initially pitched Overwatch 2 with a heavy PvE focus, highlighting story-driven missions and new ways to experience the lore we loved in the original game. But, many of these features either didn’t make it or fell short of what was expected, leading to a lot of frustration among players who felt misled.

2. Monetization and Battle Pass Woes
Many players feel that the free-to-play model has harmed the overall experience. The addition of battle passes, microtransactions, and hero paywalls left a bad taste, especially when the original Overwatch provided consistent updates without forcing players to pay extra. The current model feels less rewarding and has pushed out some long-time fans who dislike the “pay-to-win” and “grind-for-rewards” structure.

3. Reduced Innovation in Gameplay
Despite some new content, the core gameplay of Overwatch 2 doesn’t feel fresh or significantly different. Fans expected bold changes or innovations to gameplay mechanics, but instead, much of it feels like a re-skin of the first game, with minor tweaks that don’t justify the title “sequel.”

4. Technical and Balance Issues
From day one, Overwatch 2 has been plagued by bugs, long wait times, and balance issues. Players find themselves frustrated with inconsistent matchmaking and lagging servers, which Blizzard has yet to fully resolve. Balance has also been a big issue, with some heroes feeling overpowered while others are almost useless, making gameplay frustrating for both veterans and newcomers.

5. Competitive Scene and Community Decline
Overwatch used to have a thriving community, but many have felt that Overwatch 2 hasn’t fostered the same energy. Esports support has dwindled, and a lot of the competitive scene’s excitement seems to be fading. The lack of consistent updates or improvements to the competitive mode has led to declining interest from some of its most dedicated players.

What do you all think are the biggest reasons for Overwatch 2's decline? Are there aspects I didn’t touch on, or do you feel hopeful that Blizzard can turn things around?

Shone - *October 30, 2024, 11:52 pm*

I played it a few days ago with some friends, I just couldn't bring myself to play more than 3 matches

before ALT + F4'ing the game.
It's a reskin of Overwatch 1 and it does not bring much innovation into the sequel.

I found the core gameplay rather bad, I'm definitely not the best FPS player in the world but I have decent aim and trying to fight in this game has been frankly annoying. You hit someone for 30 seconds and it doesn't matter one bit because they have a healer that's just holding left mouse button on their back.

Then you have characters like Reaper and D.VA that just run into people, press one button and get play of the game.

The game is not fun for me.

Tyr - *October 31, 2024, 12:01 am*
(Oct 30, 2024 11:52 PM)Shone Wrote: [CITE] I played it a few days ago with some friends, I just couldn't bring myself to play more than 3 matches before ALT + F4'ing the game.
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Exactly. Reskin with added in-game items which you need to purchase the game pass for in order to enjoy all of them. The ONLY improvement I think they made was the accessibility to new skins but now they have paid skins which is total BS. What you're describing sounds like either low ELO comp or quick play though because that's the norm to see and has been for years. It's pretty funny to watch first time Reaper players.

From what you're describing though, it sounds like you've been playing against some good healers. If you can master a hero that negates the enemy you can carry. But yeah, it just isn't what it once was and lost a lot of its appeal to me. I do like playing arcade from time to time though because you run into the same players late at night and can engage in fun trash talk because they aren't a bunch of rainbow softies compared to the current state of competitive and quick play.

I guess that is why it is the lowest rated game on Steam right now though. Haha.

Game - *October 31, 2024, 5:07 pm*
(Oct 30, 2024 11:52 PM)Shone Wrote: [CITE] I played it a few days ago with some friends, I just couldn't bring myself to play more than 3 matches before ALT + F4'ing the game.
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I agree with you here.

I loved OW 1. 2 however, is a thorn in my side.