

GW2 PUSH PVP REVIEW

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WHAT THIS IS

I'll give you the overall feedback which is condensed from my first games playing this. Below it will be the raw notes I took as I played. I love that PvP is getting a content update and I want it to be the best possible thing and to encourage ANet to continue to push out prototypes of game modes so we can give early feedback on them!

I'll be reading comments, so feel free to leave comments and I can respond and clarify things.

OVERALL REVIEW AND IDEAS

- **Basically Deathmatch:** This game mode basically boils down to deathmatch. The quality of raw Guild Wars 2 combat is what will carry this in its current state. There's not much going on for strategy on the map design or unique aspects of the mode so far.
- **Multiple Points:** Right now, the entire game mode takes place in 1 of 3 locations: the point, a buff, or off point skirmishes to keep people off point. This means that most of the game is just 5v5 on the point, which leads to a lot of tanky builds and AoE burst builds. I think there needs to be multiple focal points or mobile builds, poke builds, and stealthy builds will not be that great.
- **More Buffs Types:** The buffs I've seen seem to just be power boosts. This is fine, but I think some of the best buffs in PvP are the ones that affect capture points. Tranquility, skyhammer, etc. **Some ideas:**
 - **Ejection:** Enemy players are launched out of the capture point in all directions.
 - **Slow/Speed:** The capture point moves more slowly when moving towards your base and faster when moving towards the enemy team.
 - **Halt:** The point stops moving for the enemy team.

- **Dome of Protection:** The capture point grants positive boons to allies who are inside it.
 - **Defenses:** (Only active when enemy team is near your base) Airship fire blasts the area around the capture point.
- **Captured All Three Points!:** This buff was really confusing. I thought this was a bug the first 7 games. You stand on a point, it stays uncaptured for your team despite being the only ones in it and you think it's broken. Then someone else joins and it just starts moving!? I think this is a good thought, but really confusing in practice.
- **Buff Clarity:** I know this is an early prototype, but just as a note I had no idea if or when the enemy team had buffs.
- **Buff Location:** Putting the buffs means they're basically free for each team. This means if they're even kind of paying attention, it's likely both teams are going to have it, which means that no one has it. There's some counterplay of holding off on it until you lose a fight, but overall it's not that engaging. I think the buff locations need to be further away to encourage splitting up.
- **Add a Base:** Again, I know it's early beta but I could really see this having a sort of Fort Aspenwood vibe where as you push, you're pushing more into the enemy base. I think the thing we're pushing could even burst down the door instantly. We don't need to add a million NPCs to the base either, though it's an option to get that GvG from GW1 feel back for thieves and the like.
- **Wave Respawning:** This game mode almost definitely needs it. Most players aren't good at just stopping and waiting for their team, so it just leads to this absolute meat grinder near the end of the game. Players see this point getting really close and feel like they need to make this desperate play to save the game and instead get grinded up into a hamburger in a single file line. Having players wave respawn every 15-20 seconds would make it more competitive at all levels.
- **Bleeding Out is Powerful:** In Conquest, bleeding enemies is a great high level strat, but it can easily backfire if they get saved. The reason it's risky is the saved enemy is saving an entire trip back from spawn and a 15 second respawn time. In this game mode, a 10 second respawn time with a speed boost out of the point, with a straight shot back to point that is extremely close anyways means that if you can leave someone in a downed state for literally any amount of time, it's worth it. Even if they get up themselves, the distance is basically the same and they won't have the speed boost.
- **There's No Overtime:** At a certain point, the match is mathematically over, but we are still allowed to keep fighting. We just had a game where blue pushed all the way to the far end of the map, and red had barely pushed. We had about 50 seconds left in the match and won a fight and started to push back, but then I realized it was already too late. This either needs to call the match early or have overtime.
- **The Map is Boring:** The entire map is pretty much flat. There's some obstacles and walls in some areas, but for the most part the beginning and end of the match take place in open plains. This means builds that are very long range are extremely powerful here. Power rangers, deadeyes, etc.
- **No Sense of Progress:** While the capture point does show where the team got, it's not clear from just looking at the map. Also, the game is 0 - 0 the entire game until time runs

out or someone wins. Lots of players seemed really confused at this. **New ideas for progress:**

- **Distance:** The max distance the point is pushed. This is the simplest and is basically ripped from Overwatch's push game mode. It's fine, but can feel a bit bad with how fast people respawn.
- **Captured Points:** Rather than pushing a single point in, why not push multiple at once and score based on how many points make it to the base. This would require some changes, but it's honestly what I thought the game mode was at first since there's literally three places for a point to appear! This also splits up the party, making the fights a bit more understandable. One con is that spectating will be restricted to only viewing one at a time, which isn't great, but it would be more understandable.
- **Clear Stop Points:** I'm imagining the cap point makes it to unique and defined areas. Once it's captured, the team gets points for that area.
- **Weird Path:** The S path that it goes down is really unintuitive. It's the reason I didn't understand the game mode at first because I didn't think it would go left or right. **New Ideas for path:**
 - **Straight Path:** What about the capture point starting in the center and the map being mostly straight? This would allow a clear sense of progress and allow map designers to make different sections feel different from each other. For example, maybe the middle is the open plains with snow, but then further along you go in the ice caves and you finish up at their base.
 - *Note that this doesn't need to be perfectly straight. As long as it's a clear line with no hard corners or a giant open map, it should play out the same.*
- **Mobile Capture Point:** I think this is a cool idea that could include the map more:
 - **Valley:** The capture point goes through a valley to allow builds to strike from above and for defenders to yank people off!
 - **Gaps:** Who says the entire path needs to be flat? There could be gaps in the point as it moves along.
 - **Bridges:** The point could go over or under bridges. Under might have camera troubles, so maybe a broken bridge?

ME AND MY BUILD

- I'm currently playing a static discharge spear engi:

- [&DQMGNxUdOTVVFgAAowAAAOUWhgBeAQAA8BUAAAAAAAAAAAAAAAAAAAAA



- It's bursty, stupid and a lot of fun. It's definitely not the most optimal build I could be playing, but I enjoy it so who cares.
- I've been playing almost exclusively engi since launch and usually sit mid gold to low plat.

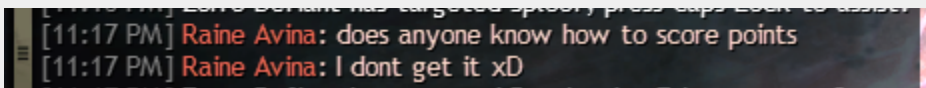
GAME 1 - LIVE THOUGHTS

- The map is extremely open, meaning stealth plays, and cover based builds are going to be really weak here.
- Seems like there's *some* ability to use jumping puzzles to evade, but honestly not much. Not great for the kinds of builds I like to use.
- Is this another moba mode...please no.

- Why are these doors here?



- I thought they might open up mid game but then they didn't.
- Power rangers are going to absolutely rock along with thieves and deadeyes.
- I read the directions when I entered the game but honestly didn't really retain much of it.
- I was going to leave out the side door, but then only the center had a point so I left that.
- No idea what these flags are for
- Is the sword buff like the sword buff from arena or is it something else?
- I don't understand what these flags are for and there doesn't seem to be any UI to explain them.
- I got some kills, got killed a lot, not sure if we captured the point, but the point is gone now so...I guess we did?
- No one's scored points, but a lot of stuff has happened. How do I score points?



- The side points never turned into a full capture point?
- I focused on buffs but then the fight moved to the outer part and I found the moving capture point about 3 seconds before it made it into the end. When did that start!?

GAME 2 - LIVE THOUGHTS

- Going to really reread the directions this time.

- Read them, I don't get how you push from that description. Do you cap the point and then keep them out of it? I could see my decap engi getting really good because of that.



- Love the left side on red. Great jumping there.
- I see the point moving around now!
- This is just deathmatch basically
- Looks like you only need one in the point to push it full speed
- It's really unsatisfying to have the points be 0 0 when there's 2 minutes left
- The map is so empty, there's nowhere to hide!
- The flag UI is really confusing. Because there are two of the, it looks like the point is in two places?
- They won by capping the point with 16 seconds left. UGGGHHHHH
- Because there's nowhere to hide, there's nowhere to surprise spike from. Going to swap builds.

NEW BUILD - WELL MELTER

Well Melter:

[&DQMGNRUmKy3ZEtkSJxMnE4YAhgCuEq4SgxKDEgAAAAAAAAAAAAAAAAAAAAAAAAABMwAA
]



- My plan is to just jump in and blow up whoever dares touch the point and then run away. Let's do this.

PRE-GAME THOUGHTS

- It would be really cool to have structures that go over the point. Like what about a bridge? Or a bridge with a hole in it? Or make the path more of a valley that you can rip people off of? Or make the area surrounding it a place you can drop down into if you get knocked off? Or make it so the ground that point goes onto isn't a continuous road and has something you need to jump across?
- I'm wondering if having more visual blocking of the side points will help the game or just confuse new players.
- I think there needs to be two points going at once somehow. Like one point that goes towards each team. Right now everyone just crowds on the point and it's basically deathmatch with the point you fight on moving around. This means stacking builds is probably going to be really strong. If there's more points, people have to split up more and strategies can change.
- It would be nice too if the capture points were stronger, more clear, and possibly more out of the way to encourage fast builds to separate to use more of the map.

GAME 3 - LIVE THOUGHTS



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- Yikes, this build is stupid effective in this mode.
- The enemy team balled up on the point together and I got multiple triple kills. I don't even know if I can count this match as useful data. We won with 5:38 remaining.
- Seems like if you're better at team fighting, the game just ends super fast. Close games seem to go on really really long.

PRE-GAME THOUGHTS

- The respawn timer is 10 seconds. This is really short and the point enemies need to get to at the end of the game is extremely close. In fact, the point is always extremely close. I could imagine good teams purposely having the most tanky build possible to just stall out points. Overwatch had a similar problem with 2CP. Might have similar solutions?
 - Omg, I just realized you have the speed boost out of spawn too. My god that's helping
- This game mode could benefit a lot from wave respawns instead of respawns after 10 seconds. It'll keep the team together and give better fights.

GAME 4 - LIVE THOUGHTS

- We won the first team fight in about 12 seconds, they didn't know the capture point moves, and we won in about a minute.



- Also, the people on the enemy team seemed to be pretty low rank. They didn't really dodge much.

GAME 5 - LIVE THOUGHTS

- I wanted a real match this game:



- Everyone takes so much damage and dies all the time. I can't tell if people are getting up cuz of a buff or rallying

- Wow, if the enemy team is very bursty, they are awful at the end when the point is almost in their base. They just all get balled and blow up.
- This game mode really lends itself to letting people bleed out. Since the respawn time is 10 seconds, it's so easy to make it worth it and with the number of deaths and distance from spawn, even if they get up it's basically the same thing!



- ^ Who is winning here?
 - I think a better way to show points is to see who has more distance pushed at maximum.

GAME 6 - LIVE THOUGHTS

- Last match was way better after I told people the rules, so I'm going to do that from now on.
- This game had an ele with a lot of auras, especially static aura. It made it super hard to get bursts off. One person on our team nearly called it GG immediately, but then we focused the ele down first every time and started to win every fight.
- I captured both buffs, but they don't seem to stack? They're so free for each team I would have expected they stacked since you have to go to the other side to get the point.
- It seems like sometimes someone will be in the point, it'll stay white, and then an enemy will join it and take it over? I think we just won this because none of the enemies counted as in the point despite not being invulnerable

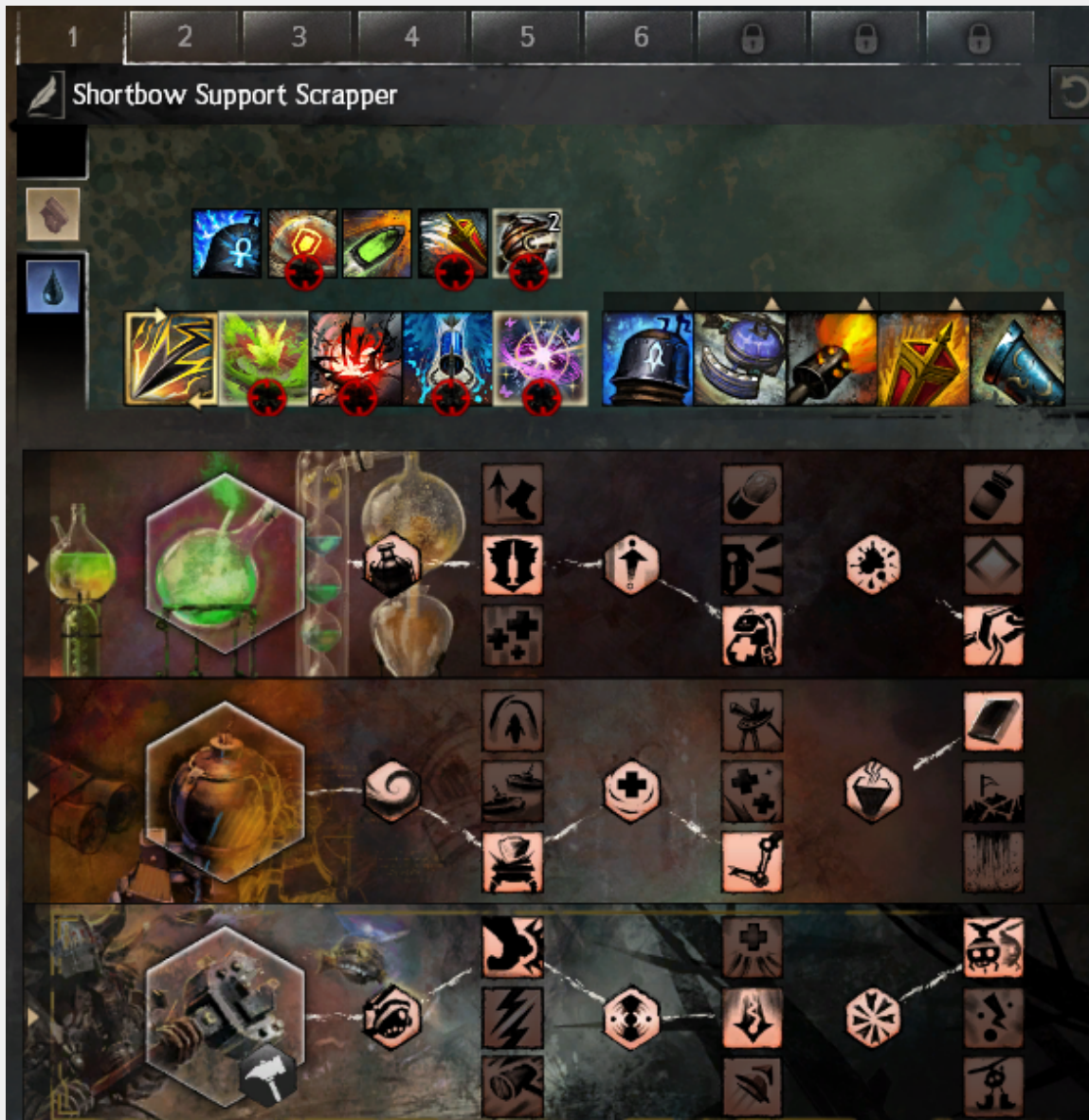
GAME 7 - LIVE THOUGHTS

- This match was the closest I had so far. They pushed all the way to our base, but then we pushed them back 50% of the way to their base... but then they pushed all the way back to our base...but then we beat them and started to push back but then timed out. It was super unsatisfying to be excited we won a team fight but know that we lost the game mathematically so we could just stop. This happens in conquest, but it's extremely infrequent and often the match is hard to do real time and kills can change it. With this, it's clear as day. 30 seconds remaining, a whole map to run through. It's not happening.

GAME 8 - LIVE THOUGHTS

- I switched to a support engi build:

- [DQMdPi8fKxkoAQAADhOKAZMBIwFeAWEB+RKJAQAAAAAAAAAAAAAAAAAAAAAA BawAA]



- My game immediately crashed when the game started.
- It didn't matter. I never died, my teammates would go down and I'd instantly res them back up, and we overall were just an unbeatable ball. This was slow, but it wasn't even close.
- I finally understood what the "Captured all 3 points" thing was. It moved the capture point towards your team if no one is in it. This was soooooooooooooooooo confusing and weird when it happened. I don't think this is a good idea because it's really confusing and unsatisfying. It just makes the point seem broken. I realize that I thought this was a bug multiple times before in other games.
- Decapping was good when other players got distracted. It was possible to boop the last person out and get some free distance in that time. I could see that being really useful.

- AoE Stability is soooooooo good in this. My team was unstoppable and since everyones so balled up, this really worked out.

DAY 2 - 9/11/2024

- I'm going to play around with this support build in this a bit longer. It seems to be a key to quick and easy wins.

GAME 9 - LIVE THOUGHTS

- This match was just simply unplayable. The enemy team was way better, had a million stuns, and we just couldn't stay alive. Even with some stab, it was a really rough game. I'm surprised we lasted as long as we did.

PRE GAME THOUGHTS

- Going to switch builds again to my sanguine nades build:

- [&DQMGJSYmFSYoAQAAigEAAIYAhgBeAQAAiQEAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
BVQAA]



- The plan is to play more pokey. I'll stick off the point, find high grounds, and just shower the enemy team with nades and yank people out of position. I'm not sold on the elite for this mode, but we'll see how it goes. I'm not super sold on any of the elites really since they all kind of benefit from people standing still and the point being in one place.

GAME 10 - LIVE THOUGHTS

- I know one of the people on the other team. They're amazing at this game. I'm so screwed.
- I'm pretty sure one of my teammates is from abjured. Not sure if It's real, but the account name checks out?

- Wow, we won in 2 minutes. We destroyed them on the first team fight. I'm officially in high gold!
- Jump shot and just generally playing around high ground was super fun on the side points this time around. I really used it to evade and just keep poking. Super fun.
- Crate was really great for sort of finishing off a team fight. People tend to ball up a ton, especially on reses, so I was able to get a couple people with it. I only get one use off though. Partially my fault because I didn't immediately break my crate after use.

PRE GAME THOUGHTS

- Going to try mortar kit this time around. I'm thinking it could be decent for even more poke and AoE damage when the point is stopped.

GAME 11 - LIVE THOUGHTS

- They have the same person I mentioned last match. Surprisingly, we do to!? This is basically the same match. Weird.
- This was a pretty similar game, they just happened to hold out longer when we got further into their base. It was never really a close match as the point never moved towards our base past half way. Like we got it to their base, and they pushed it backwards a bit, but it was kind of inevitable. It makes me wonder how people are going to react when they get used to this game mode and they just assume holding out is delaying the inevitable.
- Like if the enemy team is way better, the game ends quickly. If it's close, the game takes a while, but it feels fun. If the enemy team is a decent amount better, it could just stall out an already long lost game if the base rushing gets too bad at the end.

GAME 12 - LIVE THOUGHTS

- One guy gave up after we lost the first fight and refused to keep playing. Despite that, we were able to hold it at the gates for a while. At least a full minute if not more.
- The players in this game were really good, despite the idle player. Going to try my hammer build again.

GAME 13 - LIVE THOUGHTS

- We won this one with a time out. The enemy team had three (3, tres) aura eles that all has static auras. It was truly one of the nine levels of hell.

GAME 14 - LIVE THOUGHTS

- This is gonna be a dumb build, but let's try this:
- [&DQMdOiYXKz8UAdkSrhInE5MBhgBeAa4SEgGDEgAAAAAAAAAAAAAAAAAAAAABMwAA]



- Lots of stab and might. Pretty much all of it.
- It's silly, kinda fun. The match was mostly in our favor I think. Really helped with those stupid static auras.
-