

Overwatch 2

(Last updated: 3rd of December, 2025)

I made this page to potentially help others make Overwatch fun for everyone, as well as being individually happier when playing. It's SLIGHTLY adapted from a thread I once posted on Twitter. As I left for BlueSky, I thought I'd make a more permanent page to link to serve this purpose.

DISCLAIMER: A lot of this is based on my own opinions. However, I'm confident a lot of it is still useful information. Also, a lot of it will be advice for Quick Play, not so much Comp. Some of it COULD apply to Comp, however. Heck, even if you're thinking of going pro with it, there are some basic rules to help your general experience.

Some Details About Myself

I'm Adz, and I've played quite a bit of OW since the original incarnation came out. I have over 400 hours on Tracer, to give you some idea. Not as much as some others, but still a lot. OW has gripped me like no other online shooter, and there's nothing that comes close to it for me (and believe me, I've tried others).

At the time of writing, I play with text chat off. I'm not a particularly thick-skinned person, and some snide comments would really get to me, so I had to switch it off for my own mental health. I HOPE there's a time when I can switch it back on (I miss the positive comments/interactions), but for now, it's staying off.

I should also probably point out that I seemingly have more patience than most, perhaps due to being on the autistic spectrum, as well as some personal experiences.

Approaching Quick Play

Quick Play is my main game mode. I will dabble with Comp here and there, but most of the time, it's QP. I expect the same is true for a lot of people, so QP is essentially the OW experience for a good amount of the playerbase. Like the name suggests, it's a quick and easy way to just jump into a game without the pressure of Comp.

Firstly, I think anyone playing in QP should 'play the game'. If you want to completely mess around, there are other modes to do just that. 'It's just QP!' is not a valid excuse for that, for reasons mentioned in the previous tweet. However, I think QP is a great place to try out new heroes. After all, there isn't really a good place otherwise. Playing against AI isn't great, as players don't act like the AI. As long as you try to help your team with the goal, practicing characters is fine.

...But, here's the thing; I think it's a bit unreasonable to expect great coordination in QP all the time. There are players of various levels of skill and awareness, so naturally, things aren't always going to gel. I think you also have to take into account that some players approach the

game differently. Some players might want to chill a bit (maybe even take a break from Comp), so may not respond well to demanding teammates. Personally, I think as long as a player is doing their best, that's good enough for me. I can't really ask for any more. Beyond that...I think things start to get a bit murky in terms of what you should expect.

Some players might be fine with the idea of switching, while others are less so. If they don't want to switch, I don't think they should be pressured to. Controversial opinion, perhaps, but I think there should be some level of understanding.

If you're going to each game of QP expecting nicely coordinated teams in each match...you might want to dial back your expectations a bit. It's not worth getting angry/frustrated over games that don't go smoothly. Games like that are always going to happen.

You might say "Oh, but that's what matchmaking should do!". However, even if it takes MMR (a collection of stats, essentially) into account, what it doesn't account for is exactly HOW people play the game. Someone could get a high MMR without particularly being a good team player, for example. There's also no way to track individual habits, which may work fine in one game, then not so much in another.

Blizzard have transparently mentioned that team balances will change after a certain amount of wins/losses, in an attempt to give everyone a fair crack of the whip. With that in mind, it makes getting angry about unbalanced teams all the more pointless. It's honestly a waste of energy, so just accept it.

Remember You're Playing With Real People

It's important to remember that you're playing with real people, who have real emotions. While it may be stating the obvious, I sometimes wonder if some players forget that, going by how they treat others. It's important to realise that outside of OW, everyone is going through different things

As mentioned, some players approach the game in a different way. I'm not talking about toxic players (for which there is no excuse), but there are various mindsets. Some players may be super aware, while others are less so. As someone on the autistic spectrum, I can empathise a lot with that.

I expect a lot of players don't even know about the more tactical side of OW, as you'd need to have watched streamers/content creators. Even with the addition of a more involved tutorial for new players, it still doesn't mention particular nuances that the game has. When more casual players are suddenly presented with someone expecting smart plays of them, it might be a bit jarring.

If you want to try to talk tactics with the team, be as clear as you possibly can. Vague messages like "Do something!" or "Step it up!" aren't very useful, and is likely to cause friction. Instead,

make some gentle suggestions, such as 'We need to try something different.' or '[character] needs to be watched carefully.'.

Also, make sure not to single out anyone, nor specific roles. Being singled out often doesn't feel great, and can result in players getting angry or sad. Keep your suggestions as general as you can. Most importantly, do not use aggressive language when trying to make your point. Typing "F***ing pay attention!" just makes you come off like a big jerk, if I'm being entirely honest.

Even if you don't voice it in the game itself, I think it's generally good practice not to look down on other players, or talk crap about them. **I'm honestly turned off by people who do, and I don't feel good playing on a team with them, nor watching content with this kind of attitude.** As I said earlier, people have their own individual reasons for playing the way they do, and shouldn't be judged quickly. Of course, this doesn't really apply so much to people obviously throwing (being AFK, not actively fighting/healing etc.), but still, you can always avoid/report them, then move on.

A good rule of thumb for this entire topic is 'if you wouldn't say it to a friend, don't say it to complete strangers, either'. Also think about how you'd feel if you saw a friend being torn apart by other players in chat. I'm going to hazard a guess that you wouldn't like it, so don't give people a hard time just because you don't know them personally.

(I'm going to throw my hands up and say that I don't have much experience with communicating in chat, even before I turned off text chat. However, I still firmly believe in what I've suggested.)

Closing Thoughts

Again, this may come off as obvious, but remember that OW (or any other game, for that matter) is supposed to be fun. Yes, that's right...FUN. The moment you feel like you're no longer enjoying yourself, you should seriously think about whether you should keep playing. Getting angry/frustrated with something that should be fun is honestly not worth it, and you could be doing something better with your time.

That's about all I have to say for now. I MIGHT add more to it, if I think of anything. I think I've covered a lot of bases, though.

Thanks for reading, and remember; have fun!

Adz 