OVERWATCH 2 GAME DAY FLOW CHART-Away team selects a Home team selects a Lobby host disables the character to ban and role from the banned banned characters in lobby announces the decision in character, to ban and YES setttings Each week, Game Mode the match chat announces their decision in and map for Map 1 are the match chat predetermined. (see chart) NO Winning team selects a Losing team selects a character, of a different Was either Is this the first character to ban and character NO If applicable for the announces the decision in character, to ban and current Game Mode, Home previous Map? the match chat announces their decision in team selects whether they will attack or defend first YES YFS If applicable for the current The team that lost on the Teams agree to ban or not Game Mode, Winning team previous map that didn't characters? ban characters for the Map selects whether they will end in a draw (losing team) attack or defend first selects the next map NO Did the map end oredetermined Game Mode YES Play game for the week (see chart) NO Week 1: Control, Hybrid, Escort, Push, Flashpoint Week 1: Control - Lijiang Tower Week 2: Hybrid, Escort, Push, Flashpoint, Control Week 2: Hybrid - King's Row Week 3: Escort, Push, Flashpoint, Control, Hybrid Week 3: Escort - Circuit Royal Week 4: Push, Flashpoint, Control, Hybrid, Escort Week 4: Push - Colosseo Week 5: Flashpoint, Control, Hybrid, Escort, Push Week 6: Control, Hybrid, Escort, Push, Flashpoint Victor has been decided Week 5: Flashpoint - Suravasa Record results on league Week 7: Hybrid, Escort, Push, Flashpoint, Control Week 6: Control - Oasis If 5 maps have been played with no victor, loop back Week 7: Hybrid - Blizzard World to the first game mode for the week Control Hybrid **Escort** Push **Flashpoint** LIJIANG TOWER **BLIZZARD WORLD** CIRCUIT ROYAL **NEW QUEEN STREET** KING'S ROW **ROUTE 66 OASIS** COLOSSEO **NEW JUNK CITY** ILIOS **MIDTOWN RIALTO ESPERANCA SURAVASA BUSAN PARAISO** WATCHPOINT: GIBRALTAR **RUNASAPI**