

# **DISCOVERY**

I heard the black ops series from their families in their primary school homes, they were all listening to the games they played in online mode and zombie modes every evening, one day a friend of mine named Emir called me home to play black ops 1. I stayed with them for about a week and played games nonstop. After that, I bought the game as black ops 2 came out.



# **ONBOARDING**

### Opening

Even the main menu of the game starts the players directly in a small game. Our character, with his arms tied, starts the game in the interrogation room, if he can make the right combinations, the player can get rid of his bonds and move, and after searching the room a little, he finds a computer. Players can write to this computer, and if they know the correct codes, cheat codes and similar articles can be written here and put into operation.

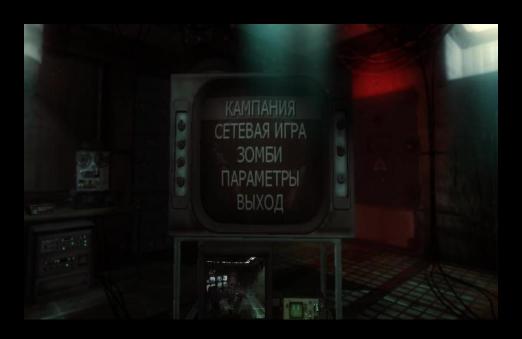
Certain cinematics start at the beginning of the game.

Afterwards, the game teaches the players basic moves and puts them into a small conflict.

Experiencing different weapons in this conflict, the player begins to get used to the weapons and the environment.

#### Story

We are conducting operations against the terrorist organization Cordis Die. We are doing an operation to save the character of Wood, which we thought was dead in the first game, and we meet Menendez there. Due to some events, we have a personal enmity with Menendez, and then Menendez, who cooperated with the Soviets, establishes his own terrorist organization with the disintegration of the Soviets and we try to bring that organization down.





# HABIT BUILDING

Players can follow the supporting characters and mission information in order to follow the story progress more easily and to understand where and what to do in the missions.

According to the tasks, how to do operations or what tactics to follow should be carefully chosen, apart from these, we can describe it as an FPS war game.

If the player, who understands that he will fail in a field in the game, thinks that he can play more effectively when he plays that part again, he can directly kill himself and start again from the checkpoint part.







## **MASTERY**

After finishing the story mode, which is one of the most important parts of the game (there are several different endings according to the preferences made), black ops 2, which has the mulliplayer mode, has effective ways for players to continue playing the game so that the players do not fall into the void.

The more you play with a weapon, the more add-ons you can add to that weapon (a magazine with extra bullets, different scopes, etc.).

They also have a level system, players can earn some stickers according to their level and display them on their profiles.

There is also an event that the game adds regarding mastery: In a mission, you hit a place where Menendez's men are and a person starts to run there, the players can leave this person or follow them, this is their choice, but for a player who plays for the first time to catch the fleeing person. quite difficult. For this reason, it is a fact that almost only experienced players chase and catch this person (there are those who spend hours or days catching this person).





Black Ops 2 is a game that can provide opportunities for privet groups who just want to play with their friends, as well as for players who want to play against crowded and unknown people. For these reasons, it cannot be said that it appeals to a clear audience. But if we generalize, we can say "Crowds".



SOCIAL FACTOR

## **COMPETITION**

In cases where the players progress in terms of levels and gameplay, the game tries to bring people with similar levels and game quality against them, so the waiting time can be quite long in very good elos. This leads to a rivalry, albeit absurd, among the players. For example, when I first played, we were competing with our friends in finding games (we even accepted that whoever found the game last was the best one :)).

Also, since the game also has global and local rankings, hardcore players can be as menacing and challenging as possible to enter these rankings (I know this competition quite well since I once entered the World Top 100 in zombie mode).

