

PLAYER'S JOURNEY

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CALL OF DUTY
BLACK OPS II

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 mutliplayer 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).



SOCIAL FACTOR


Black Ops 2 is a game that can provide opportunities for private 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".



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).



The screenshot shows a 'CAREER' screen with a table of player statistics. The table has columns for Position, Level, Gamertag, Score, Score Per Minute, Games Played, and Time Played. The first player, 'oTradeMark', is highlighted in orange. At the bottom, there are navigation options: 'View Playercard', 'Back', 'Page Up/Down', 'Top of List', and 'Change Filter'. The text 'Showing 1 of 99992' is also visible.

Position	Level	Gamertag	Score	Score Per Minute	Games Played	Time Played
1	8	oTradeMark	1298995	592	282	1d 12h 32m
2	53	FuRyX eX	1238950	536	284	1d 14h 29m
3	46	Fresh iZ LeeN	1206010	618	234	1d 08h 29m
4	44	Internets	1088860	529	310	1d 10h 11m
5	38	BLaZeD 8D	1069310	587	212	1d 06h 18m
6	40	FT MeLo	1001280	606	220	1d 03h 31m
7	40	Strateqize	991830	573	220	1d 04h 50m
8	39	Backup eG	965485	431	290	1d 13h 19m
9	55	Insomuderp	940370	478	412	1d 08h 43m
10	23	Skaith the Wise	859695	382	324	1d 15h 34m
11	15	I Love VodKee	848770	491	210	1d 04h 47m
12	30	dVnde	848520	434	292	1d 08h 31m
13	28	eX EXAMPLE	842420	511	238	1d 03h 28m
14	55	PezSmyth	836210	390	252	1d 11h 39m
15	19	Diabulus Robz	830835	563	169	1d 00h 34m