

## Assignment 2: Game Mechanics Analysis



Counter-Strike: Global Offensive is a competitive multiplayer first-person shooter type game by Valve, which is a series of Counter-Strike 1.6 that originated from a Mod of Half-Life. The game itself consists of multiple official game modes as well as mini-games developed from the community. However, the most popular game mode is currently search and destroy. This type of mode primarily starts off two teams, the Terrorist and the Counter-Terrorists, with five players on each side. The objective of the Terrorists is to navigate through a map as a team and successfully plant a bomb, whereas the Counter-Terrorist's is to defend the bomb sites and defuse the bomb.

Although Counter-Strike is a combination of both action and strategy game, what makes the game so enjoyable as a competitive shooter is its mechanics. Some major mechanics in the game include individual movement, weapon recoil, and grenade physics.

Individual movement plays an important role during game play, the time it takes for one player to reach a certain destination must be reasonable in order to keep the game balanced. In addition, movement becomes a core mechanic in the game as it forces the player to position themselves in smarter location around the map, bringing not only another aspect of the game, but also a strategic approach.

Furthermore, weapon recoil is also a core mechanic in Counter-Strike. As the player fires a weapon, it creates a force on the gun that ultimately results in a shaking motion known as "recoil". However, players have discovered the ability to control the recoil by moving their crosshair opposite to the direction of the vibration, in which the game was not

initially intended to have this feature . This game mechanic opened new opportunities for players to explore and practice, resulting in a "higher-skill cap" for players.

There are multiple kinds of grenades within the game that helps the player win rounds, such as smoke grenades to block out crucial areas of the map, and flash grenades to blind enemies for a short period of time. Grenade physics is the trajectory of a grenade and its reactions after it has been thrown from a player. Similarly like the weapon recoil, players have learned to bounce the grenade off of areas of the map for a more tactical placement.



The three major mechanics all results in a dynamic of executing strategies to take over key areas around the map. Every action performed related with the three mechanics can result in losing or winning the game, as the player is drastically punished for their mistakes.