



Modern Ops

I played Modern Ops until level 12 and took notes about the things I noticed during the gameplay. Based on these notes, I wrote my analysis in different categories and added some suggestions to make the game better.

1. Tutorial

Analysis:

When launching the game, the developer's logo and name appear first. After that, the player sees a plain loading screen without any cinematic or animation. The tutorial can be skipped, which is a nice option for experienced players.

Inside the tutorial, instructions are clear and easy to follow. It teaches movement, shooting, and grenade usage. However, actions like crouching and jumping are not explained or demonstrated, which may leave the player unfamiliar with these controls later in the game.

2. UI Impression

Analysis:

The overall menu design is clean and easy to navigate. Sections like Leaderboards, Friends, Clans, and Shop are accessed via icons, which are understandable, though they don't have text labels underneath. The top right corner displays the player's amount of in-game currency and gold. Above the "Battle" button, there are clear options for Missions and Battle Pass.

Game modes are shown with specific icons and short descriptions, which are sufficient for newplayers. In the inventory section, weapons appear as 360-degree rotating models at the center. Weapon categories are listed on the left, and attachment configurations are placed above. Weapons can be upgraded using in-game currency, and new weapons are unlocked based on player level and balance.

There is no separate section for skins — instead, skin options appear in a small area within the weapon configuration menu. Character customization is limited and usually requires a high payment.

In the shop, most items are available only for real money. However, a “Piggy Bank” feature allows players to fill up a gold balance by playing and then purchase it for a fixed price. Inside the gameplay interface, button size and placement can be adjusted from the settings. The crosshair can also be customized in terms of color, size, and shape. The settings menu includes `smControls`, Media, Language, and Account tabs — simple and easy to understand.

Button layout is well-organized. The weapon appears at the bottom center, and a radar is placed at the top right. The scoreboard is located at the top center and changes depending on the selected game mode. Primary and secondary weapons are swapped using one box, while the melee weapon has a smaller, less visible box next to it.

3. Visual Effects & Animations

Analysis:

Weapon handling, recoil, reload animations, and movement transitions are all at a good level. However, there is no blood effect when taking damage, which significantly reduces the feeling of impact and lowers visual quality.

Footstep sounds differ based on the surface (snow, concrete, etc.), which adds realism and immersion. But over time, the footstep volume can become too loud and may disturb players.

Auto-aim and auto-fire are balanced and do not feel excessive. On the other hand, crouching and jumping lack proper feedback — both actions feel weak and do not add much to the gameplay experience.

4. Core Loop Explanation

Analysis:

The main loop in Modern Ops is simple: play and win matches → level up → earn in-game currency → upgrade your gear → repeat. However, the game does not give a strong reason for the player to continue playing matches.

Among the three games (Critical Strik, Modern Ops, Modern Strike), Modern Ops feels the least motivating in terms of progression. There are some very short daily tasks, but there is no real system that encourages players to stay active for longer sessions. Since the Battle Pass only provides rewards through paid tiers, players who don't purchase it may not feel any reason to come back the next day.

Overall, the game lacks challenge-based goals like “stay online for X minutes” or “play X matches,” which lowers long-term engagement.

5. Economy/Shop

Analysis:

Modern Ops features three in-game currencies: dollars, gold, and crate keys. Dollars are used to upgrade weapons, gold unlocks special parts and skins, and keys are collected to open crates. Each crate requires a certain number of keys and may contain weapon parts or skins.

There are very few special offers, and most items in the shop are available only through real- money purchases. The Piggy Bank feature allows players to collect gold over time while playing and unlock it later for a set price.

Item prices in the shop are generally high. The Battle Pass does not offer a separate free reward track, which limits access for non-paying players. Watching ads for rewards is very common in the game.

There are three types of subscriptions: Beginner, Basic, and Premium. Each one provides a different level of daily rewards, depending on the tier.

6. Overall Analysis:

Modern Ops delivers a solid visual experience with graphics that are smooth and easy on the eyes. The user interface is clean, well-organized, and easy to understand, which makes the game more approachable for new players. However, there are some areas that need improvement. The lack of blood effects during combat and the overly loud footstep sounds affect the overall gameplay feel. More importantly, the game does not have strong systems to keep players engaged long-term.

There are no clear daily progress challenges or competitive modes that motivate players to return regularly. Overall, Modern Ops shows potential, but it struggles to retain players due to the absence of meaningful goals and engagement systems.

7. Churn Analysis

Day 1 :

Modern Ops starts with a basic setup — no cinematic, just a plain loading screen. While the tutorial is skippable and the instructions are clear, it only explains fundamental mechanics like movement, shooting, and grenades. Important actions like crouching and jumping are not introduced, and there's no storytelling element or moment that builds connection with the game world.

Despite clean UI and simple navigation, nothing in the early experience stands out as memorable or engaging. Players who are used to more immersive or polished first-time flows might not find a reason to stay after their first session.

Day 7:

During the first week, players start noticing the game's loop: play matches, level up, earn in-game currency, and upgrade weapons. However, the game does not deliver a sense of purpose or competitive motivation.

There are short daily missions, but they are too easy and can be completed in a few minutes.

More importantly, the game lacks any long-term daily progress system — nothing encourages players to play a specific number of matches, reach a time goal, or maintain streaks. The Battle Pass does not offer a free track, and many features are clearly locked behind payments, which can turn non-paying players away early in the experience.

Day 30:

By day 30, players who haven't paid for Premium or subscriptions likely feel stuck. There is no real endgame content, no evolving events, no ranked or social features that increase the competitive atmosphere. The core loop feels too basic and doesn't evolve. The subscription model (Beginner, Basic, Premium) adds value for paying users, but free players receive limited motivation. The reward system is overly reliant on ad-watching and doesn't offer meaningful goals.

Without clear long-term challenges or emotional hooks, many players disconnect from the game entirely.