



Modern Strike Online

I played Modern Strike until level 18 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:

The game starts with a simple but clear title screen where only the name of the game stands out. During the loading screen, there is a short animation that adds more visual interest. In this scene, a sniper on a rooftop shoots enemies inside a helicopter, giving the player an early cinematic impression.

Before the tutorial begins, the game informs the player that they can get a bonus by connecting their account, and gives the option to log in or skip. The tutorial itself includes enough guidance to teach basic controls such as aiming, shooting, and throwing grenades.

However, it does not teach or demonstrate how to crouch or jump. Like many other games in the genre, it only focuses on movement and aiming at the start.

At the end of the tutorial, the player uses a special skill to destroy a helicopter, which adds a cinematic moment and makes the experience more exciting. After that, the game shows how to buy a weapon using in-game currency and then sends the player directly into a battle.

2. UI Impression

Analysis:

The left side of the screen is used for movement, while the right side is for controlling the camera. The aim button is placed in the top-right area, and when moving to the left in a circular layout, buttons for crouch and jump appear. There is also an option to add a second fire button, which helps in combat. However, players cannot fully configure the button layout — button sizes and placements are fixed.

The UI icons are clear and not confusing. In the main menu, the inventory section is well-organized. Each piece of equipment has its own small screen, with short tutorial videos that explain how to use them. Weapons have attachments for different parts, and each upgrade is shown on a progress bar, which helps players understand how each part improves their weapon. Weapons also have camouflage and charm customization options.

In the character setup section, there are various items like special characters, helmets, gloves, armor, and boots. While the variety is limited, the ability to customize your character creates a more personal and positive gameplay experience. Like the other games, this one also allows you to select and configure your ammo kit.

The crate opening feature is enjoyable, as players can receive game currency, skins, or keys. The “Skills” menu includes categories such as Common, Sniper, Assault, Demolition, Scout, and Combat, each with upgradeable skill sets. This gives players a sense of progression, which is always a positive factor in keeping them engaged.

There are many game modes to choose from, such as Gunlust, Focus, Point Capture, Team Deathmatch, Harvest, Adrenaline, Hardcore, Deathmatch, and Custom Games. Each mode shows what kind of rewards it offers. When clicking a mode, a short one-sentence description is shown below, which is simple but enough for basic understanding. However, matchmaking time in some modes is quite long.

There is also a rank system, but it doesn't feel meaningful or rewarding enough. On the other hand, showing the final scoreboard more prominently at the end of matches adds a nice competitive touch.

3. Visual Effects & Animations

Analysis:

The blood effect when taking damage has an unnatural pattern and weak color, which fails to deliver a realistic feeling. However, weapon feedback and reload animations are the strongest among the three games. The animations give a solid FPS experience that feels similar to Call of Duty, increasing immersion and overall quality.

Environmental details are well-designed and visually clear. At the beginning of the game, enemies can be eliminated with a single bullet, which makes the difficulty feel too low. Auto-aim and auto-fire features are very dominant in this game, sometimes making enemies get eliminated even when the player is just moving or looking around the map. This reduces the sense of control and challenge.

On the other hand, movement animations are impressive. When the player presses the crouch button while running, the character slides forward smoothly. Similarly, jumping while sprinting feels more powerful and agile compared to jumping from a still position, which adds to the dynamic feel of the gameplay.

Another notable detail is the ability to move with a knife. When holding a knife, the character's movement speed increases, which makes close-range gameplay feel faster and more exciting.

4. Core Loop Explanation

Analysis:

The core loop in Modern Strike Online is built around playing and winning matches, leveling up, and receiving rewards through progression. While this structure works on a basic level, the game doesn't clearly deliver a strong sense of why the player is playing each match beyond gaining XP or small rewards.

The existence of a quest system and an epic capsule unlock every 100 units is a good feature that adds a goal to progress toward. Daily rewards also help drive login motivation, but the game lacks strong challenge-based goals. There is no system that directly encourages players with specific tasks like "win 10 matches today", which could increase daily engagement.

Social and competitive motivation is also very limited. There is little incentive to climb ranks or compare performance with other players. As a result, the overall loop feels flat over time and may struggle to hold players for the long term.

5. Economy/Shop

Analysis:

The game strongly pushes players toward becoming VIP members, which may feel overwhelming after a point. This constant pressure to pay creates a negative impression and takes away from the overall experience.

Crate openings that offer in-game currency, skins, or keys are one of the more enjoyable elements, as they add surprise and progression without requiring payment. However, most content in the shop — including skins, attachments, and bundles — is only available through real-money purchases.

There are special offers in the “Events” section, but the main shop lacks items that can be bought using in-game currency. This makes the shop feel closed off to free-to-play players and may cause them to avoid it altogether. The overall approach to monetization feels aggressive and unbalanced, especially for new or non-paying players.

6. Overall Analysis:

Modern Strike Online offers a strong first impression with smooth animations, satisfying movement mechanics, and a solid graphical style. The tutorial is well-designed and includes short, skippable cinematic scenes that help introduce the game’s atmosphere and story. These details make the onboarding experience more engaging compared to many similar titles.

Combat visuals and weapon animations feel polished, and the overall gameplay flow is dynamic. However, the aim-assist system is extremely strong at the beginning, which makes the game feel too easy and may reduce the challenge for players who are looking for more control.

While the core gameplay is enjoyable and there are many customization options, the game pushes real-money purchases too aggressively. Most premium content, including skins and offers, is locked behind payment, and there are very few options available for free-to-play players. Over time, this heavy monetization can create a negative impression and may lead some players to disengage.

7. Churn Analysis

Day 1:

The game creates a strong first impression with a short action animation and a cinematic tutorial that ends with a satisfying scripted event. This makes onboarding visually impressive and more engaging compared to similar games.

However, similar to Critical Strike, the tutorial does not cover essential movement mechanics like crouching and jumping. Players are shown what to do, but not how to explore or interact beyond basic aiming and shooting.

More importantly, the aim-assist and auto-fire are extremely dominant from the start. Players often feel that they're not in full control of the action — enemies are killed automatically while just navigating the map. This removes the sense of personal skill and can lead to early boredom for more experienced or competitive players.

Day 7:

By the end of the first week, players start exploring the menu and game modes in more detail. While the UI is structured and clear, the actual progression systems start to feel shallow. The game provides a variety of modes and a well-developed customization system (skills, attachments, crates), but they don't offer meaningful daily incentives.

There is no strong daily mission system that encourages play beyond casual matches. The ranked mode is weak and does not feel rewarding. VIP systems and payment pressure become more visible, making free-to-play users feel like they are being held back from full progression.

Day 30:

After 30 days, most long-term players will have experienced much of what the game offers. The lack of deep ranked incentives, limited social interaction, and no season-based progression reduce replayability. Customization is strong (skins, gear, skills), but it's locked behind heavy monetization. Crate systems feel rewarding at first, but their long-term impact is small without paid keys or currency. Players who do not spend money reach a point where they can no longer improve meaningfully and this leads to disengagement and churn.