Analysis of Mechanics

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Title: Counter-Strike: Global Offensive / CS2

Released: 2012

Author: Valve

Primary Genre: Action first-person shooter

Secondary Genre: Competitive, real-time, strategy

Style: Realistic

Analysis

Gameplay

CS2 has many game modes like competitive, deathmatch, gun game, even battle royal... But now, we will focus on competitive mode.

Main quest in this mode is to win 16 out of 30 rounds, or 15 for the game to end in tie. The ways to win rounds are by eliminating all players on the opposing team, planting a bomb as terrorists, and guard it until it explodes, or defusing a planted bombs as counter-terrorists.

Because it is a team-based mode, the players have to strategize with their teams. That means think of the tactics, have the best coordination you can, choose a firearm that suits you the most if you have money for it of course, and if you have an extra money, you can help out a teammate. There are also many utilities you can use to help with your tactics like grenades, smoke grenades, flashbangs, etc... Because it is real-time game, it is essential to adjust and/or change your tactics as the game develops.

Visual

In my opinion the realistic style was chosen well. It seems to me like more serious game because of the real gun models, buildings in maps, player models, and so on. For example with more cartoon-like graphics, it would be harder to be in role of a terrorist/counter-terrorist. Lightning in CS2 has improved a lot from its predecessor (CS:GO), you can see that especially on guns with different skins and map illumination. A big change that adds to realism is new behaviour of smoke grenades and flames. For example if you shot through smoke in CS:GO, the bullet wouldn't change a thing, but in CS2, if you shoot through a smoke, you create a "window" with flow of air behind the bullet like in real life. This helps to see through and could be used in your strategy as well.

Aural

Aural feedback is key in this game. It uses spacial audio, so you can hear where are the gunshots coming from, approaching footsteps and direction of enemy, scoping a gun and many others. The sound design is really precise, so even a slight difference in walking, or reloading the gun can give away the players position. This is a deal-breaker in your strategy as well.

Tactile

Speaking of game's feedback. I would like to mention a guns spray-pattern. Every gun has a different pattern of landing bullets when firing the gun on full-auto or shooting really fast. That means that in this case not every bullet lands where the cross-hair is pointing. Running, jumping, or movement all together changes the guns accuracy as well.