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Critical Analysis Essay

Call of Duty: Mobile is releasing a new update that will pretty much add in a twist to the game, this game mode is called Hybrid Ground War: Skirmish. This mode features aspects from Multiplayer and Battle Royale, choose a layout and Battle Royale class and deploy the farm and Sakura points of interest on Isolated. Many players will find this gamemode either unique or something new to them to look at because no other gamemode has ever had 2 aspects in one mode. This gamemode is a 12v12 mode, where teams would have to control five objectives scattered throughout the map and occupy an objective score for your team, and once you reach a certain score threshold, the S will activate on the map offering double the score to the occupying forces. Compared to other game modes they don't have any multiple aspects they would normally add to a team fight, but this can change the players experience when playing, some may like it and some might not as they all say. This was released on 4/28 UTC, running through the end of the season. But although the game would've been repetitive if they just left it as it is, it's good that the game is allowing players to try out something new in this game. But either way, players seem happy that the game is bringing something new to add despite me not playing Call of Duty Mobile for a long time, so this would be interesting for me to look at if I do get back to playing it. In this critical analysis essay I'll be discussing why players might find this game mode interesting to look at and why I think some players might just think the game could've stayed the same if they never added this mode at all.

This new update for Call of Duty: Mobile a new game mode Ground War: Skirmish makes a whole new twist to this game. It features a 12v12 teamfight gamemode, and adds in additions from Battle Royale like Helicopters, Anti Air tank, and Warhammer. This unique game mode will most likely please a lot of players because this is something they have never done before, especially if it's something for them to look at. Many players seem to be happy when they first heard about this brand new mode coming to the game, it feels like they're playing more than one game at the same time by combining the aspects from multiplayer and Battle Royale. According to some sources these three vehicles have their advantages and can counteract with each other, so players would have to use them wisely if they want to get any kills with them. This would have to make the players use good strategy skills to use these vehicles properly and gain many points from it, another reason why I do think so many people like this game mode because after a certain level a new point "S" will appear on the map making it worth double points, players would have to keep an eye out when it appears. These things mentioned are some of the reasons why so many players playing this game seemed very hyped about the update, it brought them a twist to keep the game alive and let players try out something new to play.

Although this game mode might seem like some crazy original idea that Call of Duty made up, there are some games that somewhat have the same type of gameplay gimmicks as this gamemode. For example; Rainbow Six Siege, MW2, and Cold War. All three of these games have the same exact concept or almost the same concept as the new game mode, there's 24 players in the game, 2 teams and they go against 12 players from the other team. It's pretty much almost identical only except there's no Battle Royale aspects, but mostly it's the same type of gameplay that you would see there. However, only one difference between the other is, this 12v12 concept is a Search and Destroy gamemode compared to the Multiplayer and Battle

Royale aspects of the gamemode. Some players would feel like this update was unoriginal or they seemed like they ran out of ideas for this update. But aside from that, it's pretty much the exact same gameplay of how it's expected. Those players might be a little less excited about this update since it's literally the same exact concept they've seen in many other Call of Duty games or just any shooting game in general.

Overall, this update has brought a lot of things to the table in the game, like a new gamemode, and much more that has been added. The big thing that was added was the new gamemode, it's a hybrid of multiplayer and Battle Royale with a 12v12 fight. I think many players who played on the new update seemed very satisfied with the gameplay, the mechanics, and more. At the same time, it's the same gameplay mechanics that we've seen in many similar games like MW2 or Rainbow Six Siege but the only difference there is really is the gameplays mechanics such as vehicles like Helicopters, Anti-air tanks, and a Warhammer. Players would have to use smart strategies in order to successfully get points with vehicles. This is also another way to have players experience something new to play. Overall, about this update I got to give this game credit for adding in some big things for players, even though they've been adding in many new weapons, battle passes, and much more, but I feel like a new gamemode would be a nice audition to this update, specifically *Ground War: Skirmish*, since they haven't did anything major like that, so this is the first time in awhile they stepped up their game in this update. Player will be happy to update the game once it comes out on April 28th. (which it has already) There's a whole new gameplay mechanic for all players to experience, some have never even see this gameplay before and some players might say it's kind of a gimmick to them. But aside from all those drawbacks and other downfalls this update does bring a lot to many people

who are excited for something new in the game, this update is definitely a must. Hopefully they'll add more future gamemode in the next few updates.

Work Cited

Singh Editor, Vivek, and Vivek Singh. "Cod Mobile Season 4 Brings Ground War Skirmish, Take the Fight to Isolated and Capture All the Points to Win!" *Inside Sport India* -, 3 May 2023,

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