

Hello Guys Creepy Pasta O G is here

If you are sincere call of duty mobile player then watch this video till end.

I am not here to impose my ideas on other, but to make understand the ground reality of Modern day gaming.

Call of Duty Mobile (CODM) launched TPP as its default Battle Royale (BR) perspective, shaping mobile gaming's casual appeal since 2019. Its history reflects player preferences for accessibility over competitive purity, evolving amid debates on fairness.[11][12]

Launch and Early Dominance

CODM debuted globally on October 1, 2019, with BR mode featuring TPP as the primary view, inspired by Pubg Mobile's success. TPP allowed peeking around corners without full exposure, boosting survival and strategy for touch-screen players.[13][5] By Season 1, TPP queues exploded in popularity, drawing millions due to easier awareness and skin visibility, while FPP was added as an optional toggle but saw low adoption.[12]

Peak Popularity era 2020-2022

During 2020 updates like Season 9's Terminal playlist, TPP solidified as the community standard, with Reddit polls showing 70-80% preference for its "safer" gameplay. Developers prioritized TPP matchmaking, leading to bot-heavy FPP lobbies.[3][14] Esports events, including early CODM World Championships, stuck to TPP for broader participation, cementing its role despite FPP's 2021 enhancements for better graphics and immersion.[15]

Challenges and Updates era 2023-2025

Bugs like unintended FPP switches in TPP lobbies surfaced in late 2024 updates, frustrating players and sparking Reddit rants. Season 7 2025 introduced Gulag in Isolated map, still TPP-focused, but FPP gained traction in high ranks.[2][4] TPP's wall exploits drew criticism, yet it retained dominance with 90M+ daily users favoring casual fun over FPP's skill ceiling.[16][17]

Current State (2026)

As of January 2026, TPP remains BR's go-to mode, comprising most queues and streams, though hybrid options and FPP incentives aim to balance perspectives. Its history underscores CODM's mobile-first design, prioritizing accessibility amid shifting esports demands.[18][2]

The Grand Shit of perspective

The Call of Duty Mobile Battle Royale (BR) community relies heavily on Third-Person Perspective (TPP), but shifting to First-Person Perspective (FPP) would elevate skill, fairness, and competitiveness. TPP's popularity stems from wider visibility and skin showcasing, yet it creates imbalances that hinder true esports potential.[1][2][3]

Fairer Gunfights

FPP ensures balanced engagements by eliminating TPP's ability to peek corners or spot enemies without exposure, forcing reliance on sound cues, positioning, and aim. In TPP,

players hide behind cover while observing foes, giving defensive advantages that punish aggressive play unfairly.[4][5][6] This levels the field, as seen in PUBG where FPP competitions demand pure mechanics over exploits.[4]

Rewards True Skill

TPP masks errors with peripheral vision and easier movement, suiting casuals but stunting growth; FPP demands precise awareness and faster learning from mistakes. Community hot takes note FPP lobbies build superior game sense, with players outperforming TPP counterparts when switching views.[1][4][7] CODM's FPP feels immersive like core FPS titles, training habits transferable to multiplayer modes.[3]

Boosts Esports Appeal

Major FPS esports favor FPP for spectator excitement—clear aiming highlights and no "wall-hack" peeking make clutches thrilling. TPP's tactical defense slows pace and frustrates viewers; FPP accelerates action, drawing bigger audiences like in competitive PUBG or PC COD.[6][4] CODM BR could host dedicated FPP tournaments, attracting sponsors and pros while filtering bots plaguing TPP queues.[8][9]

Addresses TPP Drawbacks

While TPP offers strategy for beginners, its dominance leads to bot-filled FPP lobbies, wasting potential—shifting community-wide populates FPP with skilled players. Reduced cheating visibility (TPP exploits head glitches) and realism enhance longevity.[2][10][1] Developers could incentivize via exclusive rewards, mirroring successful FPP pushes in other BR titles.[6]

Path to Shift

Start with hybrid lobbies allowing mid-game switches, then phase to FPP-default for ranks above Legendary. Streamers and clans leading FPP challenges would normalize it, revitalizing CODM BR as a skill haven.[1][7] Embracing FPP positions the community for 2026 growth amid 90M+ daily players.[11]