

# simulação: o caixa terreno e constru

2003 video game

Call of Duty is a 2003 first-person shooter game developed by Infinity Ward and published by Activision. It is the first installment in the Call of Duty franchise,[3] released on October 29, 2003, for Microsoft Windows. The game simulates infantry and combined arms warfare of World War II using a modified version of the id Tech 3 engine. Much of its theme and gameplay is similar to the Medal of Honor series; however, Call of Duty showcases multiple viewpoints staged in the American, British, and Soviet theaters of World War II.

The game introduced a new take on AI-controlled allies who support the player during missions and react to situational changes during gameplay. This led to a greater emphasis on squad-based play as opposed to the "lone wolf" approach often portrayed in earlier first-person shooter games. Much of Infinity Ward's development team consisted of members who helped develop Medal of Honor: Allied Assault. The game received critical acclaim and won several Game of the Year awards from reviewers.

In September 2004, an expansion pack called Call of Duty: United Offensive, which was produced by Activision and developed by Gray Matter Studios and P i Studios, was released. At the same time the N-Gage Version got an Arena Pack with 3 new Levels.[4] An enhanced port of Call of Duty for the PlayStation 3 and Xbox 360, titled Call of Duty: Classic, developed by Aspyr, was released worldwide in November 2009 with the release of Call of Duty: Modern Warfare 2, being available via redemption codes included with the "Hardened" and "Prestige" editions of the game.[5]

Gameplay [ edit ]

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