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Assinatura de Sling

2010 video game

Call of Duty: Black Ops is a 2010 first-person shooter game developed by Treyarch and published by Activision. It was released worldwide in November 2010 for Microsoft Windows, the PlayStation 3, Wii, and Xbox 360, with a separate version for Nintendo DS developed by n-Space. Aspyr later ported the game to OS X in September 2012. It is the seventh title in the Call of Duty series and the sequel to Call of Duty: World at War.

Set in the 1960s during the Cold War, the game's single-player campaign follows CIA operative Alex Mason as he attempts to recall specific memories in order to locate a numbers station set to instruct Soviet sleeper agents to deploy chemical weapons across the United States. Locations featured in the game include Cuba, the Soviet Union, the United States, South Vietnam, China, Canada, and Laos. The multiplayer component of Black Ops features multiple objective-based game modes that are playable on 14 different maps included with the game. Improvements to loadout options and killstreak rewards are made. A form of virtual currency, COD Points, allows players to purchase weapons and customization options for their in-game character, as well as attachments and customization options for their weapon.

Development for the game began in 2009. Whereas Treyarch worked on both World at War and the tie-in video game for the James Bond film Quantum of Solace simultaneously, they focused specifically on Black Ops during this development cycle. Different teams within Treyarch focused on a certain game mode. Black Op