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Before the development of Advanced Warfare, Sledgehammer were originally working on a game set during the events of the Vietnam War. Development for Advanced Warfare began in late 2011, shortly before the release of Modern Warfare 3. The game became the first entry in the Call of Duty series since Call of Duty 2 to feature a game engine that has had its majority re-written and built from scratch. For the game's single-player campaign mode, Sledgehammer employed veteran actors Troy Baker and Kevin Spacey in lead roles. The game's story features a futuristic setting, set between 2054 and 2061, and follows Jack Mitchell of the United States Marine Corps and his involvement with Atlas, a private military corporation that sells its services to the highest bidder.

The group escapes and decides that Oz must be eliminated, and head to a nearby Atlas underwater survival facility, the Trident Retreat. Oz, however, has already arrived at the facility and murdered all Atlas employees within the base. The group bands together for one final battle against the undead horde, including Oz himself. After undertaking various challenges set by Oz, they are teleported into a digital representation of Oz's memory, where Kahn, Lilith and Decker learn the truth: while they are immune to the Manticore virus's effect, they can be used as a cure for the infection, unlike Oz. Having finished all of Oz's challenges, the group finally confronts him and discovers he has mutated into a monstrous figure. After a long fight, Oz is finally killed, and the group proceeds to burn his mutated corpse, vowing vengeance against Atlas. In the aftermath of the incident, Lennox is promoted to Lieutenant Colonel, and he helps Decker enlist in Sentinel as a full-fledged soldier; Kahn files a lawsuit against Atlas, with the help of Lilith, who now works as a hacktivist. Unbeknownst to the group, Atlas has already created clones of Oz, all kept hidden under the Trident facility.

Another objective that Sledgehammer accomplished with Advanced Warfare were the animations. The facial animating system and set is the same as James Cameron's Avatar: The Way of Water. According to Activision, the new three-year Call of Duty development cycle meant that Advanced Warfare developer Sledgehammer Games was able to create a near photorealistic world unlike any Call of Duty before.^{[35][36][37]} Michael Condrey confirmed in a tweet that Advanced Warfare would be featuring female soldiers in multi player, as well.^[38]

On June 6, 2014, in an issue of MCVOnline Magazine, it was con