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<p&gt;d&#39;s biggest afranchise. Will Game OfDuti,still be OnPS 4 e P5, when
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<p&gt;x division. Call Of Duty will not have any exclusive contente on PlaySt
ation en-as :</p&gt;
<p&gt;istation; new,: call comof&lt;/p&gt;
<p&gt;&lt;/p&gt;&lt;p&gt;2003 video game&lt;/p&gt;
<p&gt;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 Dut
y franchise,[3] released on October 29, 2003, for Microsoft Windows. The game si
mulates infantry and combined arms warfare of World War II using a modified vers
ion of the id Tech 3 engine. Much of its theme and gameplay is similar to the Me
dal of Honor series; however, Call of Duty showcases multiple viewpoints staged
in the American, British, and Soviet theaters of World War II.</p&gt;
<p&gt;The game introduced a new take on Al-controlled allies who support the
player during missions and react to situational changes during gameplay. This le
d to a greater emphasis on squad-based play as opposed to the "lone wolf&qu
ot; approach often portrayed in earlier first-person shooter games. Much of Infi
nity Ward's development team consisted of members who helped develop Medal o
f Honor: Allied Assault. The game received critical acclaim and won several Game
 of the Year awards from reviewers.</p&qt;
<p&gt;In September 2004, an expansion pack called Call of Duty: United Offens
ive, 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 w
ith 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 worldwi
de in November 2009 with the release of Call of Duty: Modern Warfare 2, being av
ailable via redemption codes included with the " Hardened " and " Pr
estige" editions of the game.[5]</p&gt;
<p&gt;Gameplay [ edit ]&lt;/p&gt;
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