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ertificadocaros</p>
<p></p><p>2003 video game</p>
<p>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 Ca
ll of Duty franchise,[3] released on October 29, 2003, for Microsoft Windows. Th
e game🍐 simulates infantry and combined arms warfare of World War II usi
ng a modified version of the id Tech 3 engine.🍐 Much of its theme and ga
meplay is similar to the Medal of Honor series; however, Call of Duty showcases
multiple🍐 viewpoints staged in the American, British, and Soviet theater
s of World War II.</p>
<p>The game introduced a new take on AI-controlled🍐 allies who sup
port 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 g
ames. Much of Infinity🍐 Ward's development team consisted of members
who helped develop Medal of Honor: Allied Assault. The game received critical a
cclaim and🍐 won several Game of the Year awards from reviewers.</p>
<p>In September 2004, an expansion pack called Call of Duty: United Offens
ive,🍐 which was produced by Activision and developed by Gray Matter Stud
ios and Pi Studios, was released. At the same time🍐 the N-Gage Version g
ot an Arena Pack with 3 new Levels.[4] An enhanced port of Call of Duty for the&