

simulator poker

Call of Duty: Advanced Warfare is a 2014 first-person shooter video game published by Activision. The eleventh major installment in the Call of Duty series, the game was developed by Sledgehammer Games for PlayStation 4, Windows and Xbox One, while High Moon Studios developed the versions released on PlayStation 3 and Xbox 360, and Raven Software developed the game's multiplayer and the Exo-Zombies mode.

Call of Duty: Advanced Warfare was released to a positive critical reception and was declared an improvement over its predecessor, Call of Duty: Ghosts. Many critics praised the visuals, voice acting, single-player campaign, and the fast-paced gameplay, but some criticized the predictable plot in the single player campaign. The game won several awards and was considered a commercial success.

The single-player campaign features one playable character, Jack Mitchell, as opposed to multiple characters in most previous Call of Duty games.[8] It uses pre-rendered cinematic cut scenes, similar to Call of Duty: Black Ops II, to assist in the story aspect of the campaign.[4] After each mission, the player is given a certain number of upgrade points that can be used to upgrade the Exo suit or weapons. The player can upgrade detection, armor, resistance, tactical, lethal grenade, sprint, recoil, flinch, reload, quick aim, and battery. The number of points that are given is determined by the player's performance in the missions. The player may earn additional points by completing specific side objectives, one of which is collecting the game's collectable Intel.[9] The player can switch between different grenades, all of which possess distinctly different abilities.[10]

Development [edit]

Brian Albert from IGN gave the game 9.1/10. He praised the iteration of the game set in the mid 21st century, calling it the biggest and most successful departure from what's expected in the Call of Duty series since the Modern Warfare trilogy brought the series into the 21st century. Albert gave praise to the campaign, singling out the performances of Troy Baker and Kevin Spacey in their roles as Mitchell and Jonathan Irons respectively, but criticized the campaign's hindrance of its characters' relationships and the exposition dialogue. He praised the creativity of the campaign levels, singling out certain missions that allow freedom to complete objectives. Albert gave praise to the Exo suit, while despite not having full use during the campaign, was a welcome addition for multiplayer