

# roletinha jogos

&lt;p&gt;Infinity Ward, Inc. is an American video game developer. They developed the video game Call of Duty, along with seven&#129334; other installments in the Call of Duty series. Vince Zampella, Grant Collier, and Jason West established Infinity Ward in 2002&#129334; after working at 2024, Inc. previously.[1][2] All of the 22 original team members of Infinity Ward came from the team&#129334; that had worked on Medal of Honor: Allied Assault while at 2024, Inc. Activision helped fund Infinity Ward in its&#129334; early days, buying up 30 percent of the company, before eventually fully acquiring them.[3] The studio&#39;s first game, World War&#129334; II shooter Call of Duty, was released on the PC in 2003. The day after the game was released, Activision&#129334; bought the rest of Infinity Ward, signing employees to long-term contracts. Infinity Ward went on to make Call of Duty&#129334; 2, Call of Duty 4: Modern Warfare, Call of Duty: Modern Warfare 2, Call of Duty: Modern Warfare 3, Call&#129334; of Duty: Ghosts, Call of Duty: Infinite Warfare, the Modern Warfare reboot, and its sequel.&lt;/p&gt;

&lt;p&gt;Co-founder Collier left the company in&#129334; early 2009 to join parent company Activision. In 2010, West and Zampella were fired by Activision for &quot;breaches of contract&#129334; and insubordination&quot;,[4][5] they soon founded a game studio called Respawn Entertainment. On May 3, 2014, Neversoft was merged into Infinity&#129334; Ward.[6]&lt;/p&gt;

&lt;p&gt;History [ edit ]&lt;/p&gt;

&lt;p&gt;Infinity Ward was founded as an Activision division by Grant Collier, Jason West, and Vince Zampella in&#129334; 2002.[7][3] The studio was formed by several members of 2024 Games, LLC., the studio that developed the successful Medal of&#129334; Honor: Allied Assault for Electronic Arts (EA) in 2002. Dissatisfied with the current contract they had under EA, Collier, West,&#129334; and Zampella engaged with Activision to help establish Infinity Ward, which became one of the primary studios within Activision for&#129334; the competing Call of Duty series.[8] Initially, Activision provided Infinity Ward US\$1.5 million for 30% stake in the company to&#129334; start development on the first game Call of Duty, acquiring full ownership after the title was successfully launched in 2003.[9]

&lt;p&gt;During this period, the studio was about 25 employees including many who followed Collier, West, and Zampella from 2024. Activision&#129334; allowed Infinity Ward a great deal of freedom in how it developed its titles.[9]&lt;/p&gt;

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&lt;p&gt;Shortly after this release, Microsoft contacted Activision&#129334; to seek a Call of Duty title as a launch title for the upcoming Xbox 360 console.[9] Infinity Ward agreed&#129334; to prepare Call of Duty 2 for release in the las