

* bet com

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

</p>

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

<p>History [edit]</p>

<p>Infinity Ward was founded as an Activision division by Grant Collier, Jason West, and Vince Zampella in 2002.[7][3] The studio was formed by several members of 2024 Games, LLC., the studio that developed the successful Medal of Honor: Allied Assault for Electronic Arts (EA) in 2002. Dissatisfied with the current contract they had under EA, Collier, West, and Zampella engaged with Activision to help establish Infinity Ward, which became one of the primary studios within Activision for the competing Call of Duty series.[8] Initially, Activision provided Infinity Ward US\$1.5 million for 30% stake in the company to start development on the first game Call of Duty, acquiring full ownership after the title was successfully launched in 2003.[9] During this period, the studio was about 25 employees including many who followed Collier, West, and Zampella from 2024. Activision allowed Infinity Ward a great deal of freedom in how it developed its titles.[9]</p>

<p>Shortly after this release, Microsoft contacted Activision to seek a Call of Duty title as a launch title for the upcoming Xbox 360 console.[9] Infinity Ward agreed to prepare Call of Duty 2 for release in the last quarter of 2005.

Collier said the request would help them lose the stigma of being only a person