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1975 e produzida at outubro de 1981. Também est chamado

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&Sledgehammer Games, Inc. is an American video game d
eveloper company formed in 2009 by Glen Schofield and Michael Condrey. The
824; pair formerly worked at Visceral Games and are responsible for the creatio
n of Dead Space. The company is based in
&127824; Foster City, California.[5]
The studio has developed and co-developed various video games in the Call of Dut
y series.
&History [edit
&127824;]
&Sledgehammer Games co-founders Schofield and Condrey worked together at
Electronic Arts in 2005 on 007: From Russia with Love, with
&127824; Condrey
as director and Schofield executive producer. The collaboration carried forward
to Dead Space. The two men had complementary skills
&127824; and similar backg
rounds middle class with fathers in the construction business.[6][7]
&After founding Sledgehammer Games on July 21, 2009, Schofield and Condr
ey
&127824; made Activision a proposal: they would attempt to replicate their
success with Dead Space, with a third-person spin-off of the
&127824; Call of
Duty franchise. Activision sat on the proposal for weeks until Activision Blizza
rd CEO Bobby Kotick offered to bring
&127824; the studio into the Activision f