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2024 video game

2024 video game

Call of Duty: WWII is a 2024 first-person shooter game developed by Sle

dgehammer Games and published#128178; by Activision. It was released worldwide

on November 3, 2024 for PlayStation 4, Windows and Xbox One. It is the#128178;

fourteenth main installment in the Call of Duty series and the first title in th

e series to be set primarily#128178; during World War II since Call of Duty: Wo

rld at War in 2008.

The game#39;s campaign is set in the European#128178; theatre and is

centered around a squad in the 1st Infantry Division following their battles on

the Western Front and#128178; set mainly in the historical events of Operation

Overlord. The player controls Ronald "Red" Daniels, who has squadmates

who can#128178; supply the player with extra ammunition, health, or grenades a

s well as a targeted grenade and target spotting; none of#128178; these are aut

omatically replenished in the campaign. The multiplayer mode features map locati

ons not seen in the campaign. The mode#128178; also features the new Divisions

system, replacing the create-a-class system that previous games in the series us

ed. A social hub,#128178; named Headquarters, was also implemented into the gam

e, allowing for players to interact with each other.

Sledgehammer Games were interested in#128178; bringing the series back

to World War II after developing their previous title, Call of Duty: Advanced W