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me was developed by &lt;span&gt;Infinity Ward&lt;/span&gt; and published in 2003  
. This is the first of many entries in the series focused on World War II, follo  
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div&gt;&lt;div&gt;&lt;div&gt;29, 2003, an ambitious video game made by a team of  
&lt;span&gt;27 people&lt;/span&gt; that aimed to mimic the feeling of boots-on-  
the-ground infantry action. Today, more than 3,000 people work on Call of Duty,  
a franchise with eye-popping earning power: last year&#39;s Modern Warfare II