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Call of Duty: Modern Warfare 3 is a 2011 first-person shooter video game, jointly developed by Infinity Ward and Sledgehammer Games and published by Activision. The game was released worldwide in November 2011 for Microsoft Windows, the Xbox 360, PlayStation 3, Wii, and OS X.[1] It is the sequel to Call of Duty: Modern Warfare 2 (2009), serving as the third and final installment in the original Modern Warfare trilogy and the eighth Call of Duty installment overall. A separate version for the Nintendo DS was developed by n-Space, while Treyarch developed the game's Wii port. In Japan, Square Enix published the game with a separate subtitled and dubbed version.[2] The game's campaign follows Modern Warfare 2 and begins right after the events of its final mission. Similar to Modern Warfare 2, it is centered around Task Force 141, which contains Captain Price, Soap MacTavish, and a newly introduced playable character, Yuri. Alongside the Delta Force and Special Air Service, they hunt Vladimir Makarov (the main antagonist) Tj T* BT

He led several terror attacks across Europe, triggering a large-scale war between the Ultranationalists and friendly forces. For the game's multiplayer mode, new mode types and killstreak choices were brought in. Improvements were also made to the mode that solved issues that appeared in Modern Warfare 2.

Using an enhanced version of Modern Warfare 2's IW engine, development for the game began in 2010 with more than one developer studio. Prior to development, Infinity Ward co-founders Jason West and Vince Zampella left the company to form Respawn Entertainment. Other members had been fired or had left the company following the duo's departure. Sledgehammer Games had joined the Modern Warfare 3 development force, with Raven Software also developing the game's multiplayer mode. Following a large leak