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Sledgehammer Games, Inc. is an American video game developer company formed in 2009 by Glen Schofield and Michael Condrey. The pair formerly worked at Visceral Games and are responsible for the creation of Dead Space. The company is based in Foster City, California.[5] The studio has developed and co-developed various video games in the Call of Duty series.

History [edit]

Sledgehammer Games co-founders Schofield and Condrey worked together at Electronic Arts in 2005 on 007: From Russia with Love, with Condrey as director and Schofield executive producer. The collaboration carried forward to Dead Space. The two men had complementary skills and similar backgrounds middle class with fathers in the construction business.[6][7]

After founding Sledgehammer Games on July 21, 2009, Schofield and Condrey made Activision a proposal: they would attempt to replicate their success with Dead Space, with a third-person spin-off of the Call of Duty franchise. Activision sat on the proposal for weeks until Activision Blizzard CEO Bobby Kotick offered to bring the studio into the Activision fold. Schofield and Condrey accepted, viewing Activision's independent studio model as an opportunity to preserve the company's creative culture, development methodology and staff, while having the security of an alliance with the industry's largest publisher.[7][8][9]

Sledgehammer Games spent six to eight months working on the Call of Duty project in 2009, enough to produce a prototype with about 15 minutes of play.[10] The game would have reportedly expanded the franchise into the action-adventure genre, and a legal battle between Infinity Ward, the studio behind the Modern Warfare franchise, and co-founders Jason West and Vince Zampella resulted in the pair's departure. They took several Infinity Ward employees with them to their new company, leaving Activision with a bout half the staff and a deadline of about 20 months (versus a typical) Tj T* BT