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<p&gt;&lt;/p&gt;{error}&lt;p&gt;2011 video game&lt;/p&gt; <p&gt;Call of Duty: Modern Warfare 3 is a 2011 first-person shooter video gam e, jointly developed by Infinity Ward😄 and Sledgehammer Games and publis hed by Activision. The game was released worldwide in November 2011 for Microsof t Windows, the Xbox😄 360, PlayStation 3, Wii, and OS X.[1] It is the seq uel 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 de veloped by n-Space, while Treyarch developed the game's Wii port. In Japan,& #128516; Square Enix published the game with a separate subtitled and dubbed ver sion.[2]</p&qt;

<p&gt;The game&#39;s campaign follows Modern Warfare 2 and begins&#128516; ri ght after the events of its final mission. Similar to Modern Warfare 2, it is ce ntered around Task Force 141,😄 which contains Captain Price, Soap MacTav ish, and a newly introduced playable character, Yuri. Alongside the Delta Force and Special Air😄 Service, they hunt Vladimir Makarov (the main antagonis) Tj T\* BT

rty.😄 He led several terror attacks across Europe, triggering a large-sc ale war between the Ultranationalists and friendly forces. For the game's&#1 28516; multiplayer mode, new mode types and killstreak choices were brought in. Improvements were also made to the mode that solved😄 issues that appeare d in Modern Warfare 2.</p&gt;

<p&gt;Using an enhanced version of Modern Warfare 2&#39;s IW engine, developm ent for the game😄 began in 2010 with more than one developer studio. Pri or to development, Infinity Ward co-founders Jason West and Vince Zampella&#1285 16; left the company to form Respawn Entertainment. Other members had been fired or had left the company following the duo's😄 departure. Sledgehamme r Games had joined the Modern Warfare 3 development force, with Raven Software a