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With Call of Duty: Ghosts, there was no innovation, with a traditional campaign provided instead. Call of Duty: Ghosts' ending was also flawed, as Infinity Ward clearly wanted Ghosts to spark its own subseries. To do this, the developer provided fans with a cliffhanger that did not make much sense at all.

[Why Call of Duty: Ghosts 2 Never Happened - Game Rant](#) : call-of-duty-ghosts-2-no-sequel-issues-explained

[Ghosts received generally mixed reviews from critics, with most praising its multiplayer gameplay and for the introduction of Extinction, but criticizing it for its single-player campaign, rehashing of familiar concepts, and general lack of innovation.](#)

[Call of Duty: Ghosts - Wikipedia](#) : en.wikipedia : Call\_of\_Duty:\_Ghosts

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