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&lt;p&gt;2014 video game&lt;/p&gt;

&lt;p&gt;Call of Duty: Advanced Warfare is a 2014 first-person shooter video game published by Activision. The eleventh major&#129766; installment in the Call of Duty series, the game was developed by Sledgehammer Games for PlayStation 4, Windows and Xbox&#129766; One, while High Moon Studios developed the versions released on PlayStation 3 and Xbox 360, and Raven Software developed the&#129766; game&#39;s multiplayer and the Exo-Zombies mode.&lt;/p&gt;

&lt;p&gt;Advanced Warfare was the first Call of Duty title to be developed primarily by Sledgehammer,&#129766; following the supporting work the studio did on Call of Duty: Modern Warfare 3 alongside Infinity Ward in 2011. Though&#129766; the game was released on November 4, 2014, a special edition entitled the Day Zero Edition, which came with bonus&#129766; in-game content, was released on November 3 for people who pre-ordered the game.&lt;/p&gt;

&lt;p&gt;Before the development of Advanced Warfare, Sledgehammer were&#129766; originally working on a game set during the events of the Vietnam War. Development for Advanced Warfare began in late&#129766; 2011, shortly before the release of Modern Warfare 3. The game became the first entry in the Call of Duty&#129766; series since Call of Duty 2 to feature a game engine that has had its majority re-written and built from&#129766; scratch. For the game&#39;s single-player campaign mode, Sledgehammer employed veteran actors Troy Baker and Kevin Spacey in lead roles. The&#129766; game&#39;s story features a futuristic setting, set between 2054 and 2061, and follows Jack Mitchell of the United States Marine&#129766; Corps and his involvement with Atlas, a private military corporation that sells its services to the highest bidder.&lt;/p&gt;

&lt;p&gt;Call of Duty:&#129766; Advanced Warfare was released to a positive critical reception and was declared an improvement over its predecessor, Call of Duty:&#129766; Ghosts. Many critics praised the visuals, voice acting, single-player campaign, and the fast-paced gameplay, but some criticized the predictable plot&#129766; in the single player campaign. The game won several awards and was considered a commercial success.&lt;/p&gt;

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