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2010 video game
Call of Duty: Black Ops is a 2010 first-person shooter game developed b
y Treyarch and published by Activision. It was released worldwide in November 20
10 for Microsoft Windows, the PlayStation 3, Wii, and Xbox 360, with a separate
version for Nintendo DS developed by n-Space. Aspyr later ported the game to OS
X in September 2012. It is the seventh title in the Call of Duty series and the
sequel to Call of Duty: World at War.
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Set in the 1960s during the Cold War, the game's single-player camp
aign follows CIA operative Alex Mason as he attempts to recall specific memories
in order to locate a numbers station set to instruct Soviet sleeper agents to d
eploy chemical weapons across the United States. Locations featured in the game
include Cuba, the Soviet Union, the United States, South Vietnam, China, Canada,
and Laos. The multiplayer component of Black Ops features multiple objective-ba
sed game modes that are playable on 14 different maps included with the game. Im
provements to loadout options and killstreak rewards are made. A form of virtual
currency, COD Points, allows players to purchase weapons and customization opti
ons for their in-game character, as well as attachments and customization option
s for their weapon.
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Development for the game began in 2009. Whereas Treyarch worked on both
World at War and the tie-in video game for the James Bond film Quantum of Solac
e simultaneously, they focused specifically on Black Ops during this development
cycle. Different teams within Treyarch focused on a certain game mode. Black Op
s runs an enhanced version of the IW 3.0 engine used in World at War. The improv