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e 2009 video game

Call of Duty: Modern Warfare 2 is a 2009 first-person shooter game deve

loped by Infinity Ward and published by Activision. It is the sixth installme

nt in the Call of Duty series and the direct sequel to Call of Duty 4: Modern

Warfare. It was released worldwide on November 10, 2009, for Windows, PlayStati

on 3, and Xbox 360. A separate version for the Nintendo DS, titled Modern War

fare: Mobilized, was also released on the same day. A version for OS X was de

veloped by Aspyr and released in May 2014, and the Xbox 360 version was made bac

kward compatible for the Xbox One in 2024.

The game's campaign follows Task Force 141, a multinational special

forces unit commanded by Captain Soap MacTavish as they hunt Vladimir Makaro

v, leader of the Russian Ultranationalist party, and United States Army Rangers

from the 1st Ranger Battalion who are defending the Washington, D.C. area fro

m a Russian invasion. The game's main playable characters are Sergeant Ga

ry "Roach" Sanderson, of the 141, and Private James Ramirez, of the Ar

my Rangers, with Captain MacTavish becoming playable later in the campaign. T

he multiplayer mode was expanded upon from the previous game, with several new f

eatures and modes.

Development for the game began in 2008, when it was still known as C

all of Duty 6. It uses the IW 4.0 engine, an improved version of Call of Duty

4's IW 3.0. Infinity Ward was inspired by real-life conflicts when devel

oping the campaign mode. They initially tested the multiplayer mode by playing a

n in-house beta version of the game. Modern Warfare 2 was officially announce

d in February 2009. Teasing of the game began in March, with short trailers bein