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<p&gt;&lt;/p&gt;&lt;p&gt;Infinity Ward was founded as an Activision division
by Grant Collier, Jason West, and Vince Zampella in 2002.[7][3] The studio was f
ormed by several members of 2024 Games, LLC., the studio that developed the succ
essful Medal of Honor: Allied Assault for Electronic Arts (EA) in 2002. Dissatis
fied with the current contract they had under EA, Collier, West, and Zampella en
gaged with Activision to help establish Infinity Ward, which became one of the p
rimary studios within Activision for the competing Call of Duty series.[8] Initi
ally, Activision provided Infinity Ward US$1.5 million for 30% stake in the comp
any to start development on the first game Call of Duty, acquiring full ownershi
p after the title was successfully launched in 2003.[9] During this period, the
studio was about 25 employees including many who followed Collier, West, and Zam
pella from 2024. Activision allowed Infinity Ward a great deal of freedom in how
it developed its titles.[9]</p&gt;
<p&gt;Following the execution of the contract in 2008, Activision began seeki
ng ways to find reason to fire West and Zampella to trigger the new clause. This
in turn led to West and Zampella look to means to make Infinity Ward a studio o
utside of Activision's control.[10] Events came to a head in February 2010 w
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hen Activision hired a lawfirm to investigate Infinity Ward. On March 1, 2010, W est and Zampella were released by Activision for "insubordination", fo