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<p></p><p><div class="hwc kCrYT" style="padding-bottom:12px;padding-top:0px"><div><div><div><div><div><div><div>AAA games like Call of Duty are typically made using a combination of programming languages, motion capture😄 technology, and advanced software tools. The game's code is written in programming languages such as C++ and C#. Developers use😄 these languages to create the game's mechanics, AI, physics, and other features.</div></div></div></div></div><div></div><div><a data-ved="2ahUKEwiLn4zi48yDAxU3LUQIHf2nDEwQFnoECAEQBg" href="{href}"><div>How are AAA games like Call of😄 Duty made in terms of coding, mo-cap ...</div><div>quora : How-are-AAA-games-like-Call-of-Duty-made-in-terms-...</div></div></div></div><div><div><div><a data-ved="2ahUKEwiLn4zi48yDAxU3LUQIHf2nDEwQzmd6BAgBEAc" href="{href}">space man cassino</div></div></div><div class="hwc kCrYT" style="padding-bottom:12px;padding-top:0px"><div><div><div><div><div><div>Call of Duty is a😄 video game series and media franchise published by Activision, starting in 2003. The games were first developed by Infinity Ward,😄 then by Treyarch and Sledgehammer Games. Several spin-off and handheld games were made by other developers.</div></div></div></div></div><div><div><div><a data-ved="2ahUKEwiLn4zi48yDAxU3LUQIHf2nDEwQFnoECAEQDQ" href="{href}"><div>Call of Duty😄 - Wikipedia</div><div>en.wikipedia : wiki : Call_of_Duty</div></div></div></div><div><div><div><span>&