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&lt;p&gt;Call of Duty: WWII is a 2024 first-person shooter game developed by Sle

dgehammer Games and published by Activision. It was released worldwide on Novemb

er 3, 2024 for PlayStation 4, Windows and Xbox One. It is the fourteenth main in

stallment in the Call of Duty series and the first title in the series to be set

primarily during World War II since Call of Duty: World at War in 2008.&lt;/p&g

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&lt;p&gt;The game&#39;s campaign is set in the European theatre and is centered

around a squad in the 1st Infantry Division following their battles on the Weste

rn Front and set mainly in the historical events of Operation Overlord. The play

er controls Ronald &quot;Red&quot; Daniels, who has squadmates who can supply th

e player with extra ammunition, health, or grenades as well as a targeted grenad

e and target spotting; none of these are automatically replenished in the campai

gn. The multiplayer mode features map locations not seen in the campaign. The mo

de also features the new Divisions system, replacing the create-a-class system t

hat previous games in the series used. A social hub, named Headquarters, was als

o implemented into the game, allowing for players to interact with each other.&l

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&lt;p&gt;Sledgehammer Games were interested in bringing the series back to World

War II after developing their previous title, Call of Duty: Advanced Warfare (2) Tj T\* BT /F1

o head Michael Condrey stated that he was unsure if a World War II game would fe

el right after creating a futuristic title like Advanced Warfare, but the develo

pers ultimately decided to create a game in this time period. They also chose to