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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.

How are AAA games like Call of Duty made in terms of coding, mo-cap ...

: How-are-AAA-games-like-Call-of-Duty-made-in-terms-...

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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.

Call of Duty - Wikipedia

: wiki : Call_of_Duty

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Quando o usuário move o ponteiro do mouse sobre o elemento, um efeito visual é acionado, geralmente mudando a aparência do elemento, como por exemplo, alterando a cor de fundo, destacando o elemento ou mostrando uma legenda ou dica adicional. Isso fornece ao usuário um sinal visual de que o elemento é interativo e pode ser clicado ou tocado para acionar uma ação específica.

Existem diferentes formas de implementar o efeito roll over