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div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;AAA games like Call of Duty are typically made usin

g a combination of programming languages, motion capture technology, and advance

d software tools. &lt;span&gt;The game&#39;s code is written in programming lang

uages such as C++ and C&lt;/span&gt;. Developers use these languages to create

the game&#39;s mechanics, AI, physics, and other features.&lt;/div&gt;&lt;/div&gt;

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&quot;&gt;&lt;span&gt;&lt;div&gt;&lt;span&gt;How are AAA games like Call of Duty

made in terms of coding, mo-cap ...&lt;/span&gt;&lt;/div&gt;&lt;/span&gt;&lt;sp

an&gt;&lt;div&gt;quora : How-are-AAA-games-like-Call-of-Duty-made-in-terms-...&

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lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;Call of Duty is

a video game series and media franchise published by Activision, starting in 20

03. The games were first developed by &lt;span&gt;Infinity Ward, then by Treyarc

h and Sledgehammer Games&lt;/span&gt;. Several spin-off and handheld games were

made by other developers.&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/di

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