

GAME DESIGN DOCUMENT



Call Of Duty 4: Modern Warfare

COD 4:MW

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Game Analysis

Call of Duty 4: Modern Warfare is a first-person shooter video game and the first Call of Duty installment to break away from its World War II setting and set in the modern world.

Call of Duty 4: Modern Warfare differs from previous installments of the Call of Duty series. Previous Call of Duty games have a distinct three country-specific campaign style, while Call of Duty 4 has a more film-like plot with interlaced story lines from the perspectives of Sgt. Paul Jackson of the Marines 1st Force Recon and Sgt. "Soap" MacTavish of the British 22nd SAS Regiment. The move to modern warfare has introduced a variety of conventional weapons and technologies to the Call of Duty series, such as assault rifles, night vision, .50 caliber sniper rifles, and C4 plastic explosives.

Mission Statement

The new action-thriller from the award-winning team at Infinity Ward, the creators of the Call of Duty series, delivers the most intense and cinematic action experience ever. Call of Duty 4: Modern Warfare arms gamers with an arsenal of advanced and powerful modern-day firepower and transports them to the most treacherous hotspots around the globe to take on a rogue enemy group threatening the world. As both a U.S Marine and British S.A.S. soldier fighting through an unfolding story full of twists and turns, players use sophisticated technology, superior firepower and coordinated land and air strikes on a battlefield where speed, accuracy and communication are essential to victory.

Genre

First Person Shooter (FPS)
Action

Platforms

Windows, Xbox 360, PlayStation 3, Mac OS X

Target Audience

1st tier - Young people (mostly ages 14 – 18)

The first half of this age spectrum focuses on kids that are getting new consoles for Christmas as the game is to be released one month prior. Now, with that console you will need to buy some games so that you can actually use the console, and we need to make this game the top choice.

2nd tier - Young adults (18 – 21 years of age)

Most of the people of this age range just entered adulthood and are getting their first real job/going to college. With that comes stress and studies have shown this demographic mostly “blows off steam” by playing violent videogames. Our game is violent as it involves shooting and killing bad guys. These people are also going to have extra money and will seek to satisfy themselves by buying a videogame for the holidays.

3rd tier - Army enthusiasts and patriots.

This games storyline consists of playing as members of an elite taskforce, where you play as both American and British characters and they are portrayed as the “good guys”. Is there anything else better for a patriot than to be able to control an American soldier and shoot terrorists? I don’t think so. This game also shows the use of advanced military weaponry (Javelin launchers, miniguns, etc.), and the usage is represented very closely to the real world equivalent so they would like to try out military weaponry in a virtual environment.

Storyline & Characters

Storyline

In 2011, Khaled Al-Asad begins a coup in the Middle East, and Russia is in the midst of a civil war between the government and Ultranationalists. Meanwhile Gaz informs Captain John Price, leader of Bravo Team, that a new recruit to the SAS, Sergeant John "Soap" MacTavish, is joining their squad.

Soap arrives at the S.A.S. training facility in Credenhill, UK, where he has a quick weapons training session with Gaz, meets Captain Price and the unit, and takes the CQB test to complete his initiation.

Bravo Team then proceed to the Bering Strait, to look for a suspected nuclear package on an Estonian freighter. After taking out the security detail the team find the package, but fire from enemy fast movers means they barely escape with the shipping manifest, which points to Al-Asad as the owner of the package.

To complete his revolution, Al-Asad executes the President of Saudi Arabia, Yasir Al-Fulani.

Shortly after this, Soap, Gaz and Price rescue the Russian informant who supplied the intel on the cargoship operation, codenamed Nikolai, with the help of one of Price and Gaz's old friends, Sergeant Kamarov, and his Russian Loyalists.

The death of Al-Fulani triggers an invasion of the Middle East by the 1st Force Recon of the United States Marine Corps in search of Al-Asad. A team consisting of Lieutenant Vasquez, Staff Sergeant Griggs, Sergeant Paul Jackson and others infiltrate a small town and clear the target building and later a TV station where they think Al-Asad is broadcasting propaganda, only to find that there's no sign of him and the broadcast is on a loop.

Meanwhile the SAS is on their way out but the team's helicopter, Hammer 2-6, is shot down and they have to make their way across the fields, trying to evade enemies, searching for survivors but eventually openly engaging them. After reaching a barn, Soap takes a FIM-92 Stinger and shoots down the chopper chasing them. An AC-130H Spectre then arrives to support the SAS to the extraction point, first while they're on foot and later in civilian vehicles. After they reach the junkyard, friendly birds come in to get them.

The Marines head to rescue a downed M1A2 Abrams, callsign War Pig, from a bog, but heavy enemy fire prompts Jackson to destroy a ZPU-4 so air support can come in to mop up. The unit then form up defensive positions on the tank as engineers come in to fix it,

and later escort it back to the highway. They clear the forward area, allowing War Pig to move up, and let the tank take some of the big targets. During this, Vasquez tells Griggs and his team to hold an area while he and Jackson complete the mission. At the end, they rendezvous with a CH-46 Sea Knight for evac.

At the climax of the invasion, the squad head to the capital city where they think Al-Asad has withdrawn to. After rescuing a pinned down advanced recon team, Vasquez is informed that Al-Asad has a nuclear warhead in the area. They hasten to evacuate but the team's escort is shot down and they go back to save her. Having spent their time doing this, they do not escape in time and the nuclear bomb goes off, killing civilians, OpFor troops and 30,000 U.S. servicemen[1], including Vasquez and Jackson and may have included members of SEAL Team Six, who had just relayed info on the warhead. Griggs manages to escape, as he was not with the team during this.

At this point, Nikolai tells Price that Al-Asad may be at his safehouse in Azerbaijan. The S.A.S. then head there, clearing several buildings in the village before finding Al-Asad. Price then interrogates Al-Asad and discovers the nuclear package didn't belong to him when Al-Asad gets a call from the Russian Ultranationalist leader, Imran Zakhaev. Price then executes Al-Asad.

Price then tells the team of when, in 1996, he was a Lieutenant assigned under the command of Captain MacMillan, on a mission to assassinate Zakhaev, an Ultranationalist who was trading nuclear fuel rods for weapons. The duo make their way through the ghost town of Pripyat, Ukraine, in ghillie suits and using minimal engagement to stay undetected. Eventually they reach a hotel where they stay on the top floor for three days, until Zakhaev arrives.

When the meeting is underway, Price attempts to assassinate Zakhaev using a Barrett .50cal sniper rifle, however the bullet only severs his arm. The two then make their escape under pursuit from enemy helicopters, believing Zakhaev will die from shock and blood loss. While on their way to the extraction point, they take down a helicopter but it comes crashing towards them and injures MacMillan's leg. Price then carries him the rest of the way and they hold their ground, waiting for exfil.




Back in the present day, eight hours after the death of Al-Asad, the S.A.S. use charges, a crashed Blackhawk's minigun, and later a FGM-148 Javelin, to push back enemy forces until Griggs and other American Marines arrive in the Sea Knight "Gryphon Two-Seven."


With their target now shifted to Zakhaev, the actual owner of the WMD that killed the Marines in the Middle East, the S.A.S., U.S.M.C. and Russian Loyalists perform a joint British-American operation to try and capture his son, Victor Zakhaev, for information on his father's whereabouts. After a lengthy chase, the team corner him on the roof of a five-story building and Soap moves in to restrain him, however he shoots himself to evade capture.

Angered by his son's death, Zakhaev takes control of an ICBM launch facility in the Atlay Mountains and threatens to launch nukes at the U.S. in retaliation. Price then leads a joint British-American operation to stop this, but Griggs goes off course during the HALO and is captured. Soap, Gaz and Price then divert their course to rescue him before killing the power to the launch facility to allow Force Recon to breach the perimeter. Shortly after getting inside and linking up with Sniper Team Two, they witness two nuclear missiles being launched towards the U.S., with an estimated 41,096,749 casualties. The team therefore hasten inside and after taking out enemy armor with C4, cut the wire to the vents and get inside. After reaching the control room, Soap uses the abort codes sent by Baseplate, the team's command, to destroy the missiles in flight before they reach the Eastern Seaboard. Soap, Griggs and Price then rendezvous with Gaz at the vehicle depot, where they make their escape using Russian trucks.

With enemy vehicles and a Mi-24 Hind behind them, Soap, Gaz, Price, Griggs and the survivors head down the Russian motorway, but a bridge critical to their escape is destroyed and they scramble to make a desperate last stand against the Ultranationalists. However, an oil tanker soon explodes, incapacitating everyone but Griggs, who tries to drag Soap to safety but is killed in the process by Zakhaev's guards. Zakhaev and two Ultranationalist soldiers walk in on the scene. Gaz manages to get up only to be executed by Zakhaev instantly. The hind is then blown up by a Loyalist Mi-28 Havoc, distracting Zakhaev and his soldiers. As they shoot at the helicopter, a wounded Price slides Soap his M1911, thus giving him the opportunity to kill Zakhaev and his patrol. Kamarov and the loyalists soon arrive, where Soap is carried away on a stretcher and a medic begins to resuscitate Price, but the fate of the two is unknown. Meanwhile, a news reporter announces a series of nuclear missile tests in Russia, and that the search for a ship in the Bering Strait has been called off, showing the public do not know what has actually happened in the six-day crisis.


Playable characters



Character	Description	Characteristics	Misc. Info
<p>John "Soap" MacTavish</p>  <p>(faceless character, picture only for reference)</p>	<p>He is the main playable character. He is from Scotland, which is evident by the Scottish flag seen on his dog tags, along with his Scottish accent.</p>	<p>A straight to the point, no BS persona.</p>	
<p>Paul Jackson</p> 	<p>Sergeant Paul Jackson is an operator of the USMC 1st Force Reconnaissance Company and one of the three playable characters in Act 1 of Call of Duty 4: Modern Warfare</p>		<p>He was also one of the 30,000 U.S Marines killed in the nuclear explosion in the capital city that was triggered by Vladimir Makarov. We also never fully see his face.</p>
<p>John Price</p> 	<p>Captain John Price, callsign Bravo Six, is a British special forces sniper and the main protagonist of the Modern Warfare franchise. He is a member of the British SAS and often wears a boonie hat during field operations.</p>	<p>A natural leader, ready to make the biggest sacrifices needed in order to achieve his goal.</p>	<p>In the events of Call of Duty 4: Modern Warfare, Price held the rank of Captain and led a SAS squad, designated "Bravo Team".</p>

<p>Yasir Al-Fulani</p> 	<p>Yasir Al-Fulani was the President of Saudi Arabia before being captured and executed on national television by Khaled Al-Asad. He is featured in Call of Duty 4: Modern Warfare as a playable character in the mission The Coup.</p>	<p>A voiceless character. Al-Fulani has been the leader of a revolution against the previous monarchic government.</p>	<p>Executed by Al-Asad with a Desert Eagle given to him by Imran Zakhaev, whilst being broadcast on live television.</p>
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Non-playable Antagonists



The non-playable antagonists represent the four horsemen of the apocalypse. Please refer to them as such during development.

Character	Description	Characteristics	Misc. Info
<p>Vladimir Makarov, 1st Horseman (faceless character)</p>	<p>Vladimir Makarov is the main antagonist of the Modern Warfare franchise and is the leader of an Ultranationalist terrorist cell and Imran Zakhaev's protégé.</p>	<p>The unseen overarching antagonist</p>	<p>He is the grand mastermind behind World War 3 and the cause of the entire series' events, always pulling the strings from behind the lines as the puppet master.</p>
<p>Khaled Al-Asad, 2nd Horseman</p> 	<p>Khaled Al-Asad was a military commander and warlord in the Middle East and the secondary antagonist.</p>	<p>Ruthless bastard.</p>	<p>He is featured as the main villain in the first act of the campaign until Imran Zakhaev takes his place as the main antagonist in the final two acts.</p>

<p>Victor Zakhaev, 3rd Horseman</p>  A screenshot of Victor Zakhaev from the game Call of Duty 4: Modern Warfare. He is a man with a beard and mustache, wearing a blue tracksuit with white stripes on the sleeves and pants. He is holding a handgun and looking towards the camera.	<p>Victor Zakhaev was the son of Imran Zakhaev and field commander of the Russian Ultranationalists. His relationship with his father is apparently very close and it can be assumed they share the same ideals, mainly of Russia returning to a Soviet-style government.</p>	<p>He is easily recognizable by his blue-striped tracksuit.</p>	<p>He leads the group forces of the Ultranationalists in the field and has fought against the Russian Loyalists and their western allies in his father's quest to restore Russian power and influence to the days of the Soviet Union.</p>
<p>Imran Zakhaev, 4th Horseman</p>  A screenshot of Imran Zakhaev from the game Call of Duty 4: Modern Warfare. He is a bald man with a beard, wearing a dark leather jacket over a dark shirt and pants. He is holding a handgun and looking towards the camera.	<p>Imran Zakhaev was a Russian arms dealer, revolutionary and Ultranationalist terrorist leader, father of Victor Zakhaev and the cunning mastermind behind the uprisings in Russia and the Arabian Peninsula.</p>	<p>He is easily recognizable by the lack of a left hand, and is bald.</p>	<p>He survived an assassination attempt by a younger John Price which he lost his left arm. He was shot through the head and killed by John "Soap" MacTavish in the level, "Game Over".</p>

Non-playable Allied Characters

Character	Description	Misc. Info
<p>Gaz</p> 	<p>"Gaz", callsign Bravo Five, was a member of the British Special Air Service and a veteran special forces operator.</p> <p>Signature weapons: G36C, W1200</p>	<p>In the CQB training session, in Call of Duty 4, mentioned by Price, Gaz holds the squadron record, by 19 seconds. Likes the movie "Aliens".</p>
<p>Lieutenant Vasquez</p> 	<p>Lieutenant Vasquez oversaw Sergeant Paul Jackson's 1st Force Reconnaissance platoon during the American-Middle Eastern war missions. He seemingly has years of experience in battlefield reconnaissance-tactics and direct action capability. He is a skilled Marine, as seen in his numerous engagements.</p> <p>Signature weapons: M16A4 with an M203 grenade launcher attachment, W1200 shotgun with no stock</p>	<p>Vasquez's callsign is Devil Dog.</p>
<p>Griggs</p> 	<p>Staff Sergeant Griggs was assigned to the United States Marine Corps Force Reconnaissance, and was initially under the command of Lt. Vasquez, but was later reassigned to SAS by Captain John Price because of the nuclear explosion. He is voiced by and modeled after Mark Grigsby.</p>	<p>Loves to do humoristic one-liners.</p>

<p>Kamarov</p> 	<p>Sergeant Kamarov is a Russian Loyalist, frequently tasked with helping Captain Price's S.A.S. squad and his Task Force 141 squad. Kamarov wears an Ushanka with the communist logo of a red star bearing a hammer and sickle.</p>	<p>When disguised in "The Sins of the Father", his appearance is randomized.</p>
<p>Nikolai</p> 	<p>"Nikolai" is the code name of a Russian informant among Imran Zakhaev's Ultranationalists and an ally of the SAS. His real name is not known.</p>	<p>He speaks Russian (as native) and English (as foreign). Also Nikolai knows Arabic</p>
<p>Lopez (random model and rank)</p>	<p>Lopez is a member of the United States Marine Corps that Vasquez orders him to cover Jackson, while searching for the AA gun in "The Bog". However, he is never actually seen in "The Bog" supporting War Pig as his role is performed by two randomly generated Marines.</p>	
<p>Gaines (random model and rank)</p>	<p>Gaines is a United States Marine that Vasquez orders to cover Jackson while searching for the Anti-Aircraft gun in "The Bog". However, he is never actually seen in "The Bog" supporting War Pig as his role is filled by a randomly generated Marine.</p>	

Griffen



Corporal Griffen is a Special Air Service soldier who served alongside "Soap" MacTavish, Captain Price, and Gaz.

Wallcroft



Sergeant Wallcroft is a SAS soldier who served alongside Soap, Price, and Gaz, primarily on the first two missions, "F.N.G." and "Crew Expendable".

West



Private West was the Javelin missile operator of Lieutenant Vasquez's unit. During the push to relieve the M1 Tank War Pig, Private West was ordered to target several tanks on an overpass. While acquiring a target lock, the Private was killed by an OpFor soldier.

West is noteworthy in that he is the only non-player character seen carrying the Javelin missile system. If the player eliminates the majority of the OpFor soldiers on the bridge before Vasquez orders for West to advance, he will move up, kneel, and sit still for several seconds before being killed by gunfire. Even if the player is miraculously able to finish off all the enemy forces on the overpass, Private West will still be killed by a scripted grenade event after a short amount of time.

Massey



Massey is assigned to Lieutenant Vasquez's unit and serves as the breaching specialist. Massey assisted Lieutenant Vasquez and Sergeant Paul Jackson in clearing the OpFor headquarters building that was allegedly the location of Khaled Al-Asad, and helped to identify the bodies as not being Al-Asad. He then followed his companions from the building.

From here, it is possible for Massey to be killed by the player or OpFor soldiers whilst advancing to the TV station. If he survives up until that point, then he will assist in clearing it out. He will be replaced by a generic Marine if killed.




Massey also can possibly appear in The Bog, having been promoted to Sergeant.




Volker



Lieutenant Volker is the crew chief on a CH-46 Sea Knight helicopter, Outlaw 2-5, seen in the mission "Shock and Awe". During the events of "Shock and Awe", Volker assisted Vasquez's unit on and off Outlaw 2-5 from its rear ramp, covering them with an M9 pistol each time.

On his helmet there is a sticker that says "Heavy Duty". Volker was hurled out of a helicopter by the g-forces. He was one of the 30,000 Marines killed by the nuke.

<p>Roycewicz</p> 	<p>Private Roycewicz is a United States Marine under the command of Lieutenant Vasquez.</p>	<p>During the attack on Al-Asad's capital city, Roycewicz and Paul Jackson are ordered by Vasquez to sweep and clear the second floor of a building they assaulted. While going up the stairs, Roycewicz is attacked by a particularly burly soldier. Depending on the player's actions, Roycewicz either lives - as Jackson kills the OpFor soldier, or dies - as the OpFor soldier hurls him to the floor and executes him with a pistol. None of this will happen if the player walks up the stairs first and kills the OpFor.</p>
<p>Pelayo</p> 	<p>Captain Pelayo is the pilot of an AH-1W Super Cobra, callsign "Deadly," in the United States Marine Corps who worked with Keating. She is first heard in the level, "Charlie Don't Surf" while the Blackhawk Helicopter Sgt. Jackson is on is traveling to the coast. She is also seen in the level "Shock and Awe" where she covers Outlaw 2-5 and the allied advancing ground forces.</p>	<p>She is shot down by a Stinger missile right when the nuclear device is said to be probable by the NEST team. Vasquez volunteers to stay behind and help her out. This unfortunately seals the fate of everyone in Jackson's squad and Pelayo herself.</p>
<p>Zack Keating</p> 	<p>Zack Keating[1] was the co-pilot of an AH-1W Super Cobra, callsign "Deadly", in the United States Marine Corps Aviation alongside his pilot Captain Pelayo.</p>	<p>He dies as heard by Pelayo, whom Sgt. Jackson rescues. It is most likely that Keating died by the impact of the crash, or by the impact of the Stinger missile.</p>

<p>MacMillan</p> 	<p>Major General MacMillan, with the callsign of "Alpha Six", is a British Special Air Service officer. He was the commanding officer of Alpha Team featuring then-Lieutenant John Price during the missions "All Ghillied Up" and "One Shot, One Kill".</p>	<p>Dense Scottish accent and sharp wit. MacMillan will kick open the door to the church if all the enemies up to that point are dead, but will open it normally if any remain alive.</p>
<p>Mac</p> 	<p>Mac is a soldier in the SAS. Like Gaz, his name just appears as "Mac" with no rank visible. He can be seen on the extended version of the mission "F.N.G." to the left of the warehouse as the player walks out of shooting range. On the obstacle course he could look like any random soldier so his appearance remains unknown. He was seen with a W1200 shotgun.</p>	<p>Mac was last heard of in "Heat". While providing sniper support he sent a radio message telling the squad that he'd been hit. Mac didn't make it to the evac chopper.</p>
<p>Arem</p> 	<p>Sergeant Arem is a British SAS soldier who assisted in the fight for Al-Asad's safehouse in the mission "Heat". He worked with Captain Price, Gaz, Mac, Sergeant Barton, and Sergeant "Soap" MacTavish to secure the village.</p>	<p>Arem is easily identifiable by the winter cap that he always wears.</p>

Barton




Barton is a British SAS soldier who worked with Captain Price, Gaz, Mac, Sergeant Arema, and John "Soap" MacTavish to secure the village in the campaign mission "Heat". He later fell back with the team to the barn. He escapes with the surviving members of the team at the end of the mission.

Smith



Chief Warrant Officer 4 Smith acted as the shooter of Sniper Team Two and worked with Sgt. Scully. He is seen in the level "Ultimatum" and can be heard in "All In" giving sniper support.

When he came out of his concealed position to meet with Bravo Six, two Russian nuke missiles were launched from the facility he had been watching over for a raid. Bravo Six then charged into the facility and Sniper Team Two gave real-time support and recon, allowing Bravo Six to get into the Russian launch facility and stop the Russian nukes.

<p>Scully</p> 	<p>Sergeant Scully acted as the shooter of Sniper Team Two and worked with Sgt. Scully. He is seen in the level "Ultimatum" and can be heard in "All In" giving sniper support.</p>	<p>When he came out of his concealed position to meet with Bravo Six, two Russian nuke missiles were launched from the facility he had been watching over for a raid. Bravo Six then charged into the facility and Sniper Team Two gave real-time support and recon, allowing Bravo Six to get into the Russian launch facility and stop the Russian nukes.</p>
<p>Two-Six Team (random models)</p>	<p>Two-Six Team are a 4-man Marine fireteam who assist the SAS team on the assault on the Control Room in the level "No Fighting In The War Room". They first appear in "All In", after the player destroys the Ultranationalist APCs, rappelling from a Blackhawk helicopter. Two of their mentioned names are Two Yankee Six and Five Delta Six.</p>	

Campaign Missions

Prologue

F.N.G

"F.N.G." (Fucking New Guy) is the first mission, where the player plays as "Soap". The player is at Credenhill, England, where he begins his training with Gaz. Gaz teaches the player how to shoot, aim down the sights, shoot from the hip, shoot through cover, transfer one's aim, to use a sidearm, and to use the knife. The player then gets to meet Captain Price along with other members of his team when they instruct him to do the CQB test. The CQB test is a "mock-up" of the cargo ship, based on the ship the player will infiltrate in the next mission, "Crew Expendable".

Objective: Pick up a rifle from the table.
Enter station number 1 and aim down your sights.
Shoot each target while firing from the hip.
Shoot a target through the wood.
Shoot each target as quickly as possible.
Get a pistol from the same place you got the rifle.
Switch to your rifle and then back to your pistol.
Melee the watermelon with your knife.
Go outside and report to Sgt. Newcastle.
Pick up the frag grenades.
Enter the safety pit.
Throw a grenade into windows two, three and four.
Pick up the rifle with the grenade launcher attachment.
Return to the safety pit and equip the grenade launcher.
Fire at the wall with number one on it.
Fire your grenade launcher into windows five, six and seven.
Pick up the C4 explosive.
Plant the C4 explosive at the glowing spot.
Run the obstacle course.
Use your objective indicator to locate Captain Price.
Climb the ladder.
Equip the MP5 and pick up 4 flashbangs.
Slide down the rope.
Clear the cargo-ship bridge mock-up.
Debrief with Captain Price.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Mac
Lootz
Lovejoy
Khaled Al-Asad (cutscene only)

Crew Expendable

Taking place at night on a storm-lashed Estonian freighter known as the Völjakutse in the Bering Strait, Captain Price leads a team of SAS commandos onto the ship. His team, including SAS newcomer "Soap" MacTavish, rope down onto the ship's deck. Their objective is to recover a suspected nuclear device, which is hidden in a crate inside one of the ship's cargo holds. Captain Price and his team clears the ship's bridge and crew quarters quickly, then proceed through the cargo holds, killing all of the armed guards. They find the package, which turns out to be plutonium, but reports of "fast movers" approaching the ship mean they have to get out quickly, so Soap grabs the shipping manifest and they leave the ship. As they are leaving, the ship is fired upon by the unidentified aircraft. However, the team successfully extract from the ship in the nick of time as it begins to sink. The raid was a partial success, although they could not secure the nuclear device for safekeeping; the manifest seized by Soap points to Middle Eastern military and coup d'etat leader Khaled Al-Asad as the intended buyer of the nuclear device.

Objective:

Secure the package.
Pick up the manifest.
Get off the ship.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Wallcroft
Griffen

The Coup

The Coup is largely a cinematic level, acting as the opening for the game. This level is used to introduce the player to the primary antagonists, as well as the opening credits. It is shown through the perspective of President Yasir Al-Fulani who is driven through a city captured by Al-Asad and his military force. During the drive, Al-Fulani sees Al-Asad's forces rounding up and executing people (these are likely supporters of Al-Fulani). At the end of the level, Al-Fulani is executed by Khaled Al-Asad with a Desert Eagle after saying the words, "This is how it begins" in Arabic to a camera.

Objective: Die.

Characters: Yasir Al-Fulani (playable, deceased/executed)
 Khaled Al-Asad
 Imran Zakhaev
 Viktor Zakhaev

Act I

Blackout

Shortly after Al-Asad makes his move and overthrows the government of President Al-Fulani, the SAS learns that Nikolai, their informant, who provided the SAS with intelligence on their previous mission aboard the Estonian freighter, has been compromised and taken prisoner by the rebel forces. Realizing that the Ultranationalists intend to execute Nikolai as a traitor, Price leads a rescue mission into the Caucasus to retrieve the informant, remarking that "We take care of our friends." Inserting near Nikolai's position, the team first silently eliminates several guard posts before meeting up with Russian Loyalist troops lead by Sergeant Kamarov.

It is clear from their discussion that Price and Kamarov, despite having fought alongside each other in the past, have very different objectives in this mission. For Price, Nikolai's survival is paramount and beyond all other considerations. Kamarov, meanwhile, hopes to free the nearby village from Ultranationalist control and eliminate the threat posed by their BM21s. Since both need the other's forces in order to be successful, a great deal of tension exists between the two men. As the Loyalist troops make their assault upon the village, MacTavish provides sniper support from the nearby ridge and eliminates a force of Ultranationalist helicopter troops flanking from the left, allowing the Loyalists to make greater gains in the village.

Eventually however, Gaz, frustrated with Kamarov's stalling, threatens Kamarov, successfully getting Nikolai's location out of him, a house at the end of the village. Abandoning their Loyalist allies, the SAS team makes their way to the house. MacTavish and Price enter the house as Gaz cuts the power, and the team successfully secures Nikolai. With the informant secure and the village in

control of the Loyalists, the team is extracted via helicopter that heads for a German safehouse.

Objective:

Eliminate the outer guard posts.
Meet the Russian Loyalists at the field.
Provide sniper support from the road.
Cut off enemy reinforcements at the power station.
Provide sniper support from the cliff above town.
Follow Kamarov to the power station.
Provide sniper support.
Rappel down from the power station.
Rescue the informant.
Get Nikolai to the helicopter.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Kamarov
Nikolai (W.I.A.)
Hammer Two-Six
Sasha (K.I.A.)
Viktor (K.I.A.)
Khaled Al-Asad (cutscene and mentioned)
Yasir Al-Fulani (cutscene and mentioned)
MacMillan (mentioned only)

Charlie Don't Surf

Reacting swiftly to the death of President Yasir Al-Fulani at the hands of Al-Asad, the U.S. Department of Defense decides to launch an invasion in hopes of restoring order to the area and removing Al-Asad from power. A large fleet of aircraft carriers, Amphibious Assault Ships and other Navy ships stationed in the Persian Gulf deploys thousands of United States Marines, including the 1st Force Reconnaissance Company, to a small coastal Gulf town, via Black Hawk helicopters. According to US Military Intelligence and Marine Spotters, Al-Asad is broadcasting propaganda from a radio station on the west side of the town. Flying through anti-aircraft and RPG-7 fire, the Black Hawk helicopters manage to deploy the Marines about 60 yards from the target building, who fast-rope down and proceed towards the HQ building. The back door is breached and the raid is quick and decisive, but Al-Asad's body is not amongst the dead bodies.

Receiving a report that Al-Asad has instead taken over a local television station half a kilometer east and is broadcasting from there, the Marines move to secure the new objective. Under the chaos of low-flying fighter jets and patrolling Blackhawks, the Marines prowl their way through the town, strategically defending themselves from enemy troops. After securing a bombed-out building and parking lot, they proceed towards the side entrance of the TV station. They breach and clear the first room and proceed to the main broadcasting studio, where they encounter heavy resistance. After the main studio is cleared, they proceed to a large open hall, where the Marines regroup with their other team. The unit proceeds upstairs to the studio and busts down the door; however Al-Asad is nowhere to be found again. In fact, the entire room is empty and the broadcast was simply on a loop. Despite the considerable losses inflicted upon Al-Asad's forces and the capture of the town itself as a front line for the main invasion, the battle remains a strategic loss for the Americans, as their primary target has slipped away, presumably to the Presidential Palace.

Objective:

Get into position to breach the HQ building.

Search the HQ building for Khaled Al-Asad.

Regroup with 1st Squad.

Make your way to the TV station.

Make your way to the second floor.

Search the TV station for Khaled Al-Asad.

Characters: Paul Jackson (playable)
Vasquez
Griggs
Massey (Alive/K.I.A.) (player-determined)
Khaled Al-Asad

The Bog

The Bog follows Sgt. Paul Jackson's squad (under Lt. Vasquez) as they fight through enemy lines to reach and defend a disabled M1A2 Abrams tank with the call sign of "War Pig". It starts out with Jackson's squad moving to the bog the tank is stranded in while encountering resistance. Jackson's squad is immediately ambushed by two heavily protected MGs. The squad splits in half: one squad advances on the enemies while the other provides fire support. Upon entering the half-destroyed building, Jackson can save Pvt. Roycewicz whilst going up a flight of stairs while also killing all of the OpFor by using their own MG against them. After the ambush, the Marine squad once again faces a large force of OpFor supported by T-72 tanks on the highway overpass, but using the FGM-148 Javelin, Jackson dispatches each of the enemy tanks in turn. With this threat neutralized, the squad then hurries over to War Pig, where they, as well as the surviving Marines of Alpha Company in the Bog, hold off attacks from the OpFor. Though the OpFor charge the M1 Abrams mercilessly with C4 packs, the Marines succeed in holding them off and driving them back further. After rescuing War Pig, Jackson is called upon to destroy a nearby ZPU-4 and plant a beacon to receive air support from an AH-1W Super Cobras, which clear a building the squad cannot attack. The arrival of air support finishes off the remaining OpFor resistance and sends the few survivors fleeing. With this done, the squad regroups and sets up a defensive perimeter, allowing the engineers to come in and repair the damaged tank.

Objective:

- Secure the M1A2 Abrams tank stranded in the bog.
- Eliminate enemy forces in the apartment.
- Get the Javelin.
- Destroy the armored vehicles on the overpass.
- Secure the M1A2 Abrams tank stranded in the bog.
- Intercept the enemy before they can overrun the tank.
- Destroy the ZPU anti-aircraft gun.
- Secure the southern sector of the bog area.
- Plant the IR beacon to signal air support.
- Regroup with the squad at the tank.

Characters: Paul Jackson (playable)
Vasquez
Griggs
Volker
Roycewicz (Alive/K.I.A.) (player-determined)
West (K.I.A.)
War Pig
Gaines
Lopez

Hunted

Hunted continues where the mission "Blackout" left off. On the way to Germany's safehouse to deposit Nikolai, the occupants of the helicopter spot a bright light coming into the sky. A Stinger missile is heard and the helicopter is hit and shot down. SAS trooper Paulsen and the pilots die in the crash, leaving Captain Price, his team, and Nikolai forced to make their way to safety through fields and shacks in order to avoid the notice of a helicopter sent to search for survivors. The helicopter eventually notices them and they have to use cover to advance and avoid fire from the helicopter. After storming a barn, Soap successfully destroys the helicopter using a Stinger missile he found in the barn. After heading out of the barn, the squad is met by a huge convoy of enemies that is decimated by heavy fire from an AC-130 gunship. The player then continues the operation as the Spectre's TV operator in the mission "Death From Above".

Objective:

Reach extraction point.

Use the Stinger missiles to destroy the enemy helicopter.

Follow Captain Price.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Nikolai (W.I.A.)
Farmer (Alive/Deceased) (player-determined)
Paulsen (K.I.A.)
Hammer Two-Six (destroyed)
S.A.S Operative

Death From Above

Death From Above carries on from the previous mission, "Hunted". The player, assuming the role of a gunner on an AC-130, protects Captain Price and his team as they make their way through an enemy-controlled village, clearing out enemy defenses and offering some powerful close air support as the SAS team makes their way to the extraction point by foot and by truck. Arriving at a local junkyard, the SAS team must hold off a considerable enemy assault with the aid of the gunship until they can be rescued. Eventually, the group is saved and they make it to the German Safehouse.

Objective:

Provide AC-130 air support for friendly SAS ground units.

Characters: Thermal Imaging TV Operator (playable)
AC-130 FCO
AC-130 Gunner
AC-130 Pilot
AC-130 Navigator
John "Soap" MacTavish
John Price
Gaz
Nikolai
Warhammer

War Pig

The level starts in the bog in which "The Bog" ended. War Pig has been fixed by engineers and now the squad has to push forward into the enemy territory. After defeating a counterattack on their position, War Pig and Lt. Vasquez's squad move down the street. After clearing the main street, the team eliminates the enemies which have gathered in two buildings which are heavily guarded with troops and machine guns. After killing all enemies and destroying an enemy tank, Vasquez and Sgt. Paul Jackson leave to finish off Khaled Al-Asad.

Objective:

Escort the M1A2 Abrams tank to safety.
Get to the Seaknight LZ for extraction.

Shock and Awe

Sgt. Paul Jackson and the rest of Lt. Vasquez's squad joins in an attack on what they believe to be Khaled Al-Asad's position. Jackson provides firing support with the Mk 19 grenade launcher on a CH-46 Sea Knight whilst 1st Force Recon attacks Al-Asad's capital city. After unloading half their chalk, Vasquez and his team relieve a squad, which is the advanced team, that is being attacked. Cobra helicopter "Deadly" came by after refueling and rearming,. After clearing the area, the Marines start extracting from the city due to a nuclear threat (discovered by SEAL Team 6) in the city. As they are leaving, "Deadly" is shot down and Vasquez's squad stops to rescue the pilot, with Command warning them that they are not in a safe distance in the event the nuke goes off. After the pilot is rescued, whilst they are leaving the city, the nuclear bomb is detonated (on orders from Vladimir Makarov, as revealed in Call of Duty: Modern Warfare 3); the blast wave causes the helicopters to crash back onto the ground, eventually killing the player, about 30,000 other U.S. troops, and the remaining OpFor soldiers.

Objective:

Soften resistance for the ground assault.

Assist and extract the advance reconnaissance team.

Proceed to the LZ.

Get back on the Mark 19 grenade launcher.

Rescue the downed Cobra pilot.

Carry the pilot back to the helicopter.

Characters: Paul Jackson (playable, W.I.A.)
Vasquez (K.I.A.)
Volker (K.I.A.)
Pelayo (K.I.A.)
Zack Keating (K.I.A.)
Yuri ("Blood Brothers" flashback, playable)
Vladimir Makarov ("Blood Brothers" flashback)

Aftermath

Sergeant Paul Jackson awakens from the crash after Khaled Al-Asad's nuclear warhead was detonated from the previous mission, "Shock and Awe". Mortally wounded, he crawls out and around the downed CH-46 Sea Knight into the wasteland left by the blast, while buildings can be seen collapsing. His squad members, such as Vasquez and Pelayo, are seen either dying or their dead bodies lying around the area. After moving away from the helicopter, he collapses and succumbs to his wounds. The screen fades to white slowly, as the satellite lists his status as "Killed in Action".

Objective: Wait for death.

Characters: Paul Jackson (playable, K.I.A.)
Vasquez (corpse)
Pelayo (corpse)

Act II

Safehouse

Nikolai has told Captain Price and his team that Khaled Al-Asad may be hiding in a safehouse located in Azerbaijan which he has used previously. MacTavish and the team get dropped off at the small village where they believe Al-Asad is hiding.

The team, supported by a Russian Loyalist squad member (his name is randomly generated) and a helicopter, search the buildings for Al-Asad while attacking the Ultranationalists who are protecting him and killing the villagers. They search through four safehouses, each one containing Ultranationalists. Eventually, they find Al-Asad in the last of the buildings. Price kills Al-Asad's bodyguards, and then tackles Al-Asad to the ground and continually punches him. Soon, Price ties Al-Asad to a chair for interrogation, demanding to know who gave Al-Asad the bomb, punching him again and again. A cellphone rings, in which Gaz picks it up and tosses it to Price. Price listens, and then gets mad. He then turns to Al-Asad, and kills him by shooting him with his pistol. As Gaz asks who that was on the phone, Price says that it was Imran Zakhaev, and finds out that he is the leader of the Four Horsemen.

Objective:

Search the village buildings and capture Khaled Al-Asad.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Nikolai
Mosin 2-5
Khaled Al-Asad (K.I.A.)

Imran Zakhaev (mentioned, heard from Al-Asad's phone)
Paul Jackson (cutscene only)

All Ghillied Up

The year is 1996, 15 years before the main events of Call of Duty 4: Modern Warfare. The British government had authorized an assassination order. Price, who was then a Lieutenant, is placed under the command of Captain MacMillan. The two, wearing ghillie suits, must make their way to a hotel vantage point and wait for their target, Imran Zakhaev.

Unlike the typical mission introductions of Call of Duty 4: Modern Warfare which seem to be high-tech large computer screens, the briefing for All Ghillied Up is a print map with photographs pinned on it. Also adding to the nostalgia of the flashback, the briefing makes a transition from the modern screen to an old-fashioned film reel projector with cue marks, and the mission starts in black-and-white before immediately transitioning to color.

Objective: Follow Captain MacMillan.

Characters: John Price (playable)
MacMillan
Imran Zakhaev (cutscene and mentioned)
Sergey (K.I.A.)

One Shot, One Kill

Lt. Price and Cpt. MacMillan patiently wait on the top floor of the hotel with a Barrett .50cal sniper rifle for 3 days. While the assassination target, Imran Zakhaev, is attempting to sell uranium fuel rods to Russian Ultranationalists, Lt. Price takes the shot and dismembers Zakhaev's left arm. Their cover is blown when an enemy helicopter returns fire, which Price promptly shoots down by sniping the pilot. A second helicopter locates the two and opens fire on the hotel. The two rappel down the side of the hotel as the top floor collapses and continue to escape to the extraction point. It is later revealed that Zakhaev survived this seemingly fatal blow.

They fight through Ultranationalist forces and attempt to lose them through apartment buildings. They are then spotted by another helicopter and they manage to shoot it down, but it crashes toward Price and MacMillan.

MacMillan's leg is injured by the helicopter's debris and is unable to walk, so Lt. Price must carry him to the landing zone. When they arrive at the extraction point which is at the ferris wheel in Pripjat Amusement Park, and wait for the chopper to arrive, waves of Ultranationalists retaliate.

They hold off until the chopper arrives, and Lt. Price and Captain MacMillan are lifted to safety.

Objective:

Eliminate Imran Zakhaev.

Change the future.

Take out the attack helicopter.

Get out of the hotel.

Get to the extraction point.

Pick up Captain MacMillan.

Carry Captain Macmillan to the extraction point.

Put MacMillan down behind the Ferris wheel.

Hold out until evacuation.

Helicopter incoming.

Get MacMillan to the helicopter.

Characters: John Price (playable)
MacMillan (W.I.A.)
Imran Zakhaev (W.I.A.)

Heat

The level starts off with Captain Price, Soap (once again controlled by the player), Gaz, and Arem charging down to defend the hill, with Mac providing machine gun covering fire.

The original plan is to deploy charges (antipersonnel explosives) at "Phase Line Alpha" near a church, and "Phase Line Bravo" near a tavern, then to hold out until extraction at a landing zone (LZ) at the top of the hill. However, after the simultaneous detonations at Alpha, the enemy (mistaking the S.A.S. team for a much larger force) eventually resort to the mortars to force them back.

MacTavish then mans a Minigun inside a crashed Black Hawk helicopter, holding off the enemy until enemy helicopters start deploying troops. Once Soap and the rest of the S.A.S. soldiers reach Phase Line Bravo, he has to use four detonators (one in each of the four windows of the second floor) in the tavern to manually detonate the Bravo charges. They retreat up the hill once more to the barn near the village, after which the team holds off the enemy and allow Soap to use a Javelin missile system to take out four enemy T-72 tanks.

However, despite the clearing of enemy armor the evacuation helicopter pilot deems the LZ "too hot", with multiple SAM launchers across the mountains, and the team is told to go for the LZ they used the night prior (at the lakeside gas station) within four minutes or be left behind. Despite Gaz's anger at having to go back down the same hill just ceded to the enemy, Soap takes point and leads the team down the hill. SSgt. Griggs and his fellow Marines cover the S.A.S. as they board the helicopter. All are successfully evacuated, except for Mac who is presumed to have died providing fire support for the squad.

Objective:

Obtain new orders from Captain Price.

Take up a defensive position along the ridgeline.

Defend the southern hill approach.

Fall back and defend the southwestern approaches.

Use the detonators in the tavern to delay the enemy attack.

Fall back to the farm to the north.

Get the Javelin in the barn.

Destroy the incoming tanks.

Survive until the helicopter arrives.

Get to the LZ.

Board the helicopter.

Characters: John "Soap" MacTavish (playable)
John Price
Arem

Barton
Gaz
Mac (K.I.A.)
Griggs
Falcon One
Gryphon Two-Seven
Imran Zakhaev (mentioned only in the cutscene)
Khaled Al-Asad (mentioned only)

The Sins of the Father

The mission begins with the player in control of Soap, along with other SAS, Russian Loyalists and Marine forces proceeding silently towards an enemy checkpoint. On Captain Price's signal, they take out all the guards, then change into the enemies' clothing and wait for Victor Zakhaev to arrive. When he arrives, the team takes down the Ultranationalists, but Victor makes his escape, leaving John "Soap" MacTavish and Griggs to chase him down.

He runs through an adjoining town where Ultranationalists cover him as he flees. He runs into a partially destroyed building while Soap's team gets support from an American Helicopter, callsign Vulture One-Six, to take out enemies and track Victor through the building.

Once they wipe out all the enemies in the building, they corner Victor Zakhaev on the roof and attempt to restrain him; he then takes the opportunity to shoot himself. As the mission ends, Gaz tells Price of his disappointment, and remarks that "His son was our only lead, sir." Price, however, correctly replies, "Forget it. I know the man, he won't let this go unanswered. Let's go."

Objective:

Locate the enemy checkpoint.
Get in position to attack the checkpoint.
Secure the checkpoint.
Ambush the enemy convoy.
Hunt down and capture the son of Zakhaev.
Disarm and restrain Zakhaev's son.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Griggs
Kamarov
Vulture One-Six
Victor Zakhaev (K.I.A.)
Nikolai (Ultranationalist, K.I.A.)
Imran Zakhaev (mentioned)

Act III**Ultimatum**

The team parachutes down to the starting point but realizes that Griggs is missing and has triggered his emergency transponder. The team tracks his signal down to a small village. The team then systematically clears each building; when they finally find and rescue Griggs, the team makes their way to an electric tower, which Soap brings down with C4, disabling the power long enough for another team to infiltrate the nuclear facility.

Captain Price's team then fights their way into a group of buildings, separate, and then, encountering hostiles dropped in by helicopter along the way, meet up with the American sniper team. As they rendezvous, they witness the launching of two missiles from the nuclear facility; Imran Zakhaev's revenge for the death of his son. The missiles head towards the eastern United States - with casualties projected to be approximately 40 million.

Objective:

Locate SSgt. Griggs.

Destroy the power transmission tower.

Plant C4 on the tower legs.

Get to a safe distance.

Regroup with 2nd squad.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Griggs
Imran Zakhaev (cutscene only)
Yura (K.I.A.)
Sniper Team Two
Charlie Six
Victor Zakhaev (cutscene only)

All In

Two nuclear ICBMs have just been launched by the Ultranationalists and it has been confirmed that they are heading straight for the Eastern Seaboard of the United States, where they will claim the lives of 41,096,749 Americans if they reach their targets. Back at base, Command is working with the Russian Loyalists to get the missile abort codes while both the SAS and U.S.M.C. ground teams attempt to enter the launch site where they can enter the abort codes. The two teams get to the launching facility, but unfortunately, there are numerous guards blocking their path, and three BMP-2 light tanks. They go through two launch sites where John "Soap" MacTavish and Griggs destroy the armor while the rest of the team take out the men. After much fighting the soldiers finally get to the vents, cut them open, and begin to rappel down to the ICBM facility to disable the missiles mid-air. That triggers the start of the next mission, "No Fighting In The War Room".

Objective:

Gain access to the launch facility.

Destroy all enemy armor.

Cover your squad while the air vents are breached.

Rappel through the breached exhaust vent in the middle.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Griggs
Sniper Team Two
Two-Six Team

No Fighting In The War Room

Captain Price and the team crawl through the vents as the marine forces engage the enemies from below and provide security overwatch and then drop down to infiltrate the mission control silo. They fight their way through, shooting the many, many enemies that are defending the main control room. The team has to work fast, lest they risk being killed by another missile, of which the fire would burn the entirety of the place. Once they reach a secure room, they move on to a large blast door which Gaz opens.

Once through, they wipe out the remaining enemy troops and blow a hole through the wall with C4 giving the team access to the main control room, where Soap types in the abort codes. Once they have saved the 41,096,749 people, they see Imran Zakhaev leaving in a helicopter. The team briskly leaves, ready to make their getaway.

Objective:

Get to the launch control room.

Plant the C4 on the wall to the launch control room.

Upload the abort codes.

Follow Captain Price.

Characters: John "Soap" MacTavish (playable)
John Price
Gaz
Griggs
Two-Six Team
Imran Zakhaev
Strike Team Two
Strike Team Three
Five-Delta Six
Two-Yankee Six

Game Over

This mission starts with Soap, Captain Price, Gaz, and Griggs in a UAZ-469 escaping the Launch Facility after the events of "No Fighting In The War Room". Aside from the UAZ, there are two other UAZs loaded with USMC and SAS units who split up with Soap and the others, after a certain point. For the first part of the mission, the player will face a number of trucks laden with armed Ultranationalists while speeding down a set of roads/or a Russian motorway, while a Hind can be seen following alongside them in the distance. After eliminating the trucks, the Hind swoops down and attacks the player. Some time later, the Hind flies off, only to destroy a bridge, preventing Soap and the rest of the SAS from escaping. The team is cornered by Ultranationalists and have to defend themselves on the broken bridge until a fuel tanker behind them explodes, injuring everyone.

Soap briefly loses consciousness, but quickly awakens to see Griggs trying to pull him into cover while firing his nickel plated M1911 at enemy forces. Once Griggs fires off all of his rounds, he switches to his M249 SAW, turns, and begins to fire, but is quickly shot in the head. Soon after that, Captain Price is incapacitated and Imran Zakhaev along with two Ultranationalist soldiers move in to finish off Gaz and two other S.A.S. members, but before they can execute Soap, they are distracted by a Loyalist Mi-28 Havoc coming to the team's aid. During the distraction, Captain Price regains consciousness and slides Soap a fully-loaded M1911, allowing him a chance to shoot them. After killing Zakhaev, the Loyalists medivac Soap to safety as a Russian medic is seen attempting to revive a seemingly unresponsive Captain Price. As Soap is leveled up to the helicopter, he passes out and a British newscaster is heard telling the world about the events in Russia as well as the search of a cargo ship lost in the Bering Strait being called off.

Objective: Survive the escape!

Characters: John "Soap" MacTavish (playable, W.I.A.)
John Price (W.I.A.)
Gaz (K.I.A.)
Griggs (K.I.A.)
Imran Zakhaev (K.I.A.)
Kamarov

Epilogue

Mile High Club

The player is an unnamed Task Force 141 operative[3] battling through a double-decked aircraft to rescue a hostage in a set time limit. The time limit varies by difficulty: three minutes on Recruit, two minutes on Regular, one minute and 45 seconds on Hardened, and just one minute on Veteran. When the player reaches the objective, two big doors open revealing the hostage being held a human shield by an enemy, the game enters slow-motion and the player draws out their sidearm. The player has to shoot him either in the head or the legs (although on Veteran difficulty shooting him in the legs will result in a mission fail message on-screen, "True veterans get headshots.") within five seconds. The player will then have 30 seconds to jump out of the plane by a breach with the VIP and the other Task Force 141's operatives.

The level features no fragmentation grenades and no explosive weapons of any type, although flashbangs are still available.

Objective:

Secure the VIP.

Exit plane via high altitude free-fall.

Characters: One-One Operative (playable)
 Romeo One-One
 Charlie One-One
 Echo One-One (K.I.A.)
 Hostage

Gameplay

Overview of Gameplay

The movement will be similar to that of Call of Duty 2, with the addition of sprinting. On Xbox 360 and PS3 there will be the addition of an aim assist system that the player can turn off based on their choosing.

Aside from the usual shooting in this genre, this title will have the addition of special attachments and weapons (i.e. the FGM-148 Javelin in the mission "The Bog", grenade launcher, the ability to call in an airstrike in the mission "Safehouse", the minigun inside a crashed Black Hawk helicopter in the mission "Heat").

Player Experience

They say war is hell. Call of Duty 4: Modern Warfare takes you to the very depths of Hades. The long-awaited COD4 is a jarring, intense, and gripping take on war in the new millennia. The enemies are smarter, the weapons are deadlier, and the grenades all too plentiful. COD4 will shake loose your feelings and have you begging for more. Unlike previous iterations of Call of Duty, Modern Warfare tells one contiguous story. Though you will hop between perspectives of the British S.A.S. and the U.S. Marines, each leap continues the progression of a single storyline. It's an effective tool. The story itself is cutting edge, it's enjoyable. And more importantly, the story makes you care for every last one of your teammates. You may find yourself in disbelief not only at some of the events that take place, but in the direct manner in which the most startling moments are often told.

Gameplay Guidelines

We want the player to feel every shot that they take, make them feel that they are shooting at a real human being and not just an enemy NPC. The game will need to look violent, but in a controlled manner. Everything injury/wound that you would be able to see on a real battleground should be in this game, choose which one fits the best just don't go too much over the top.

Game Objectives & Rewards

This game won't have a numerical scoring system, as the main goal is to progress through the story of the game (the player's award is that he is able to progress).

The different difficulty levels won't add anything new to the levels. With every harder difficulty level the player will have reduced health, longer health regeneration time, the enemies are going to be more precise, more resistant to damage and their bullets will do more damage to the player.

Rewards	Penalties	Difficulty Levels
Getting to witness the next part of the story.	The player will be reset to the nearest checkpoint each time they die, damage an ally/innocent civilian, or fail to complete a task within the given time limit.	Ranked by difficulty (easiest to hardest): Recruit, Regular, Hardened, Veteran, Realistic, Specialist.

Gameplay Mechanics

The player will have the ability to sprint (1.5x the usual speed) for a limited duration after which they will need to wait for the sprint to recharge (2s to 6s, depending on the test results), they will also be able to crouch and to go prone. We will bring back the vaulting system from COD2, where the player can vault if they're next to and looking at a wall that isn't higher than the characters waist.

Every character has the ability to hold 2 weapons, a secondary and a primary which they receive at the start of every mission and can be swapped out for enemy weapons found across the level or dropped by dead enemies. The player can also hold up to two grenades and two special throwables (flashbangs, concussion grenades, smoke grenades). There is also a special ability in the form of Night Vision Goggles (NVGs). The player will be able to use them on any level, but they are truly going to be useful on night time levels (NOTE: make them available but unusable in daylight missions).

When you take damage the edges of the screen turn red and get a bloody texture and they slowly go away as the player regenerates health.

COD4 also utilizes an automatic checkpoint save system to save your game progress. You may also choose to save your progress after each mission via the Victory screen.

Control Scheme

PC

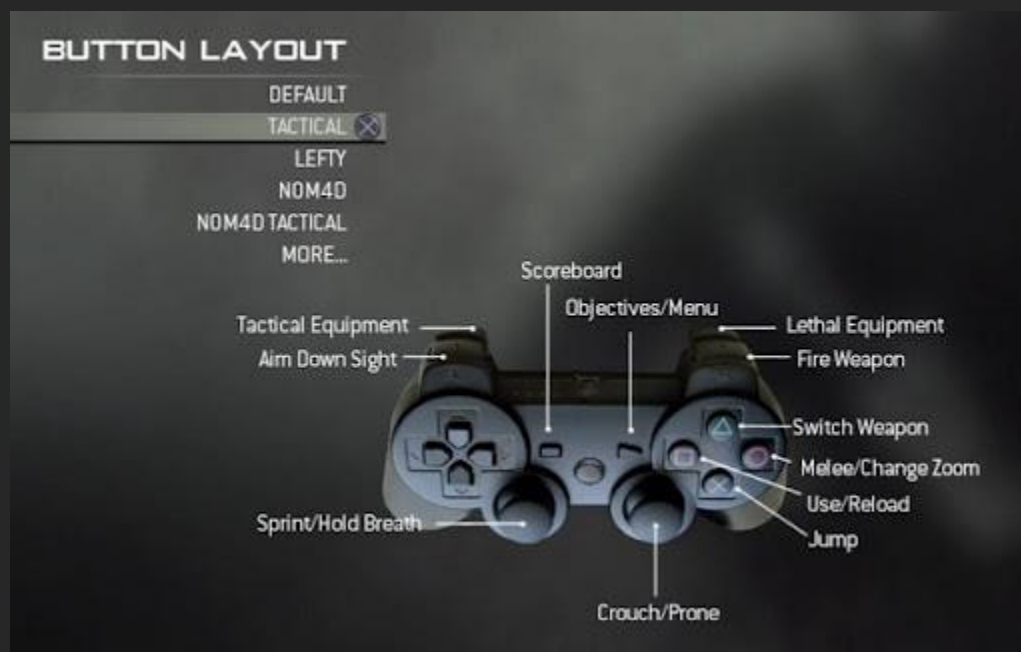
CONTROLS

Command	Default Button
W	Forward
S	Back
A	Left
D	Right
Q	Lean Left
E	Lean Right
SHIFT	Sprint
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight
V	Melee
N	Nightvision
5	Grenade Launcher
6	C4, UAV, Airstrike & Helicopter
7	Claymore
1	Next Weapon
2	Previous Weapon
Middle Mouse Button, G	Throw Frag Grenade
4	Throw Smoke, Flashbang Grenades
F	Activate
R	Reload Weapon
Tab Key	View Score
Space bar	Up Stance/ Jump
CTRL Key	Go prone

CONTROLS (continued)

Command	Default Button
C	Crouch
Pause Key	Pause
Esc Key	Menu
~	Bring Up Console
T	Multiplayer Text Chat
B	Multiplayer Quick Message
Y	Multiplayer Team Chat
Z	Multiplayer Voice Chat
F1	Multiplayer Vote Yes
F2	Multiplayer Vote No
F4	Multiplayer Scores
F12	Take a Screenshot

PlayStation 3



Xbox360



Game Aesthetics

We want the game to have a photorealistic art direction. As for the animations they don't need to be real life representations. The player character's head will need to bob and weave when walking and running (more bobbing and weaving), the gun won't be visible when sprinting as it will be closer to the body as the character needs to move his arms to run consistently.

The story line has the usual "good guy kills bad guy" premise, but the emotional impact won't be mainly focused on the hatred towards the enemy, it will lean more towards the horrors of war and crimes committed during it.

User Interface

SINGLE PLAYER MENU

From this menu you can launch new campaigns, select a profile, resume games in progress, switch to the Multiplayer menu of *Call of Duty 4: Modern Warfare*, or access the configuration options.

New Game – Select this option to start a new campaign.

Mission Select – Start a new game from the beginning or play any mission that you currently have unlocked. After selecting your mission, choose your difficulty level from one of the options available.

Select Profile – You may select, create, or delete profiles from here.

Arcade Mode – This mode can be unlocked upon completion of the Single Player Campaign. You can then replay missions in a classic arcade style.

Controls – Choose this option to change your controller preferences, such as key layout, look sensitivity, and look inversion.

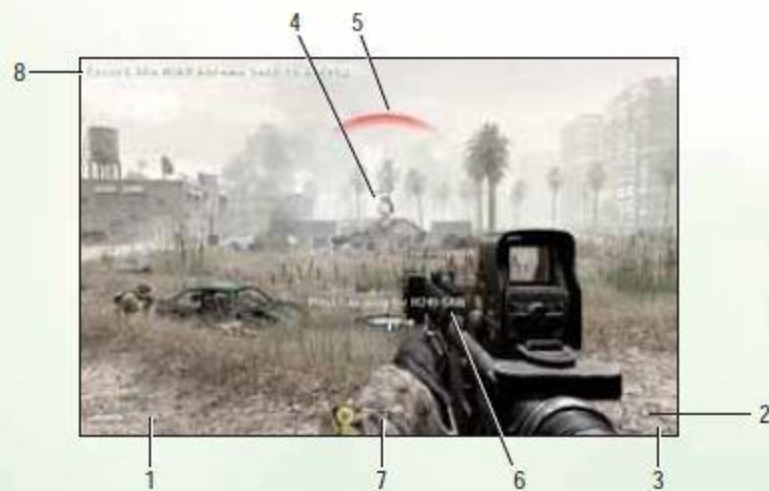
Options – Choose this to toggle auto-aim, subtitles, and crosshair. Use this to change graphic options as well.

Credits – View credits.

Multiplayer – Switches you to the Multiplayer Menu.

Quit – Select this to quit your current game.

IN-GAME DISPLAY



1. **Special Ability** – Displays available special abilities such as nightvision.
2. **Grenade Counter** – Displays your special grenade and frag grenade count.
3. **Ammo Counter** – Shows your ammo count.
4. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
5. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
6. **Swap Weapons Icon** – Small icon near center of the screen indicating the ability to swap your current weapon with one that you're standing close to.
7. **Compass** – Displays the compass and current direction you are facing. Also indicates, via a yellow circle, your current objective location.
8. **Objective Text** – Text that appears on the upper left of the screen informing you of your current objective.

HEALTH SYSTEM

When you take damage, the screen starts to turn red, indicating the need to seek cover. You'll recover slowly if you don't take any more damage for a short time.

OBJECTIVE MENU



Green text means the objective has not been completed.

1. **Mini-map** – Shows the location of your allies (blue dots) and enemies (red dots), as well as the location of objectives (yellow circle).
2. **Objective Text** – Displays text indicating your current objective in the upper portion of the screen.
3. **Resume Game** – Exits the Pause menu and resumes gameplay. You can also change options, controls, restart level, or save and quit from here.

Schedule & Tasks

*TBA – To Be Assigned

*EOP – End Of Project – a task that needs to be done throughout the length of the project, length mostly depends when some other tasks are done

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design	Mackey McCandlish	9/04/06	9/10/06	100 %
Storyline	Jesse Stern	9/04/06	9/10/06	100 %
Level Mechanics	Todd Alderman	9/04/06	9/10/06	80%
Art & Level design	Michael Boon	10/10/06	EOP	
Prologue	(TBA by Michael)	10/10/06	10/01/07	60%
Act I	(TBA by Michael)	10/10/06	10/04/07	30%
Act II	(TBA by Michael)	10/10/06	10/03/07	45%
Act III	(TBA by Michael)	10/11/06	10/02/07	60%
Epilogue	(TBA by Michael)	10/10/06	10/09/07	10%
Special FX	Ryan Lastimosa	10/10/06	10/04/07	90%
UI	Jon Porter	10/10/06	10/01/07	100%
Engineering	Todd Alderman	10/10/06	EOP	
Production Pipeline	Jon Shiring	10/10/06	10/11/06	95%
Prototypes		10/10/06	10/12/06	90%
Animations	Mark Grigsby	10/10/06	10/02/07	60%
Audio	Noah Sarid	10/10/06	10/01/07	
Music	Stephen Barton	10/10/06	10/01/07	90%
Sound Design	Mark Ganus	10/11/06	10/01/07	75%
Milestone: Game Play Features & Music	Noah Sarid, Todd Alderman & Michael Boon	10/11/06	10/01/07	60%
Milestone: (Somewhat) Stable beta	THE WHOLE TEAM	10/02/07	29/8/07	20%
Testing Phase				
Test Plan	Brian Roycewicz	10/01/07	10/03/07	10%
Beta Testing	Shawn Lecrone	30/08/07	30/09/07	0%
Milestone: QA Testing	Brian Roycewicz	10/01/07	10/06/07	0%
Deploying Phase				
Milestone: Finished trailer	Drew McCoy	10/03/07	27/04/07	15%
"Go Live" Plans (Includes campaign demo release)	Marcus Iremonger	10/06/07	30/10/07	5%
Milestone: Ready for Usage	THE WHOLE TEAM	10/10/06	30/10/07	20%

