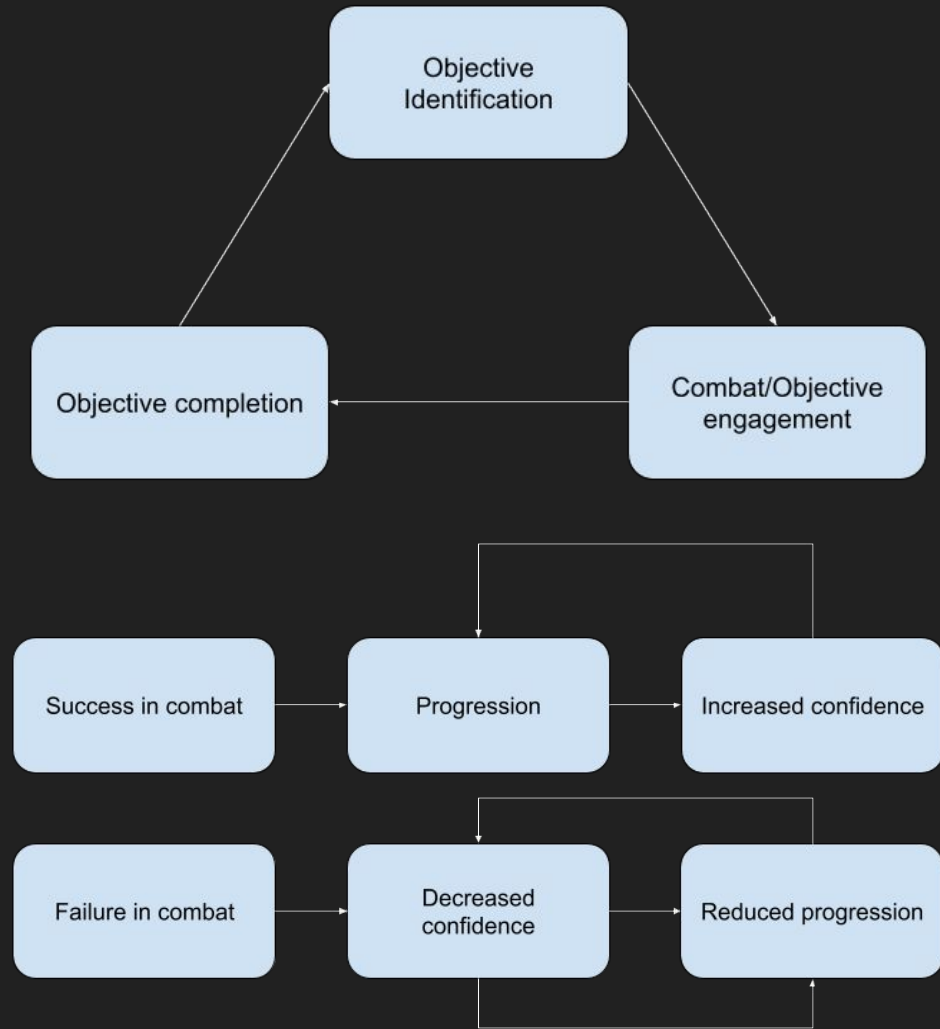


# Call of Duty Black Ops IIIIIII

By Marwan Al-Obaidi

# Basics & Loops

- FPS
- PEGI 18
- Current Gen
- Futuristic
- Reboot
- Boots on the ground



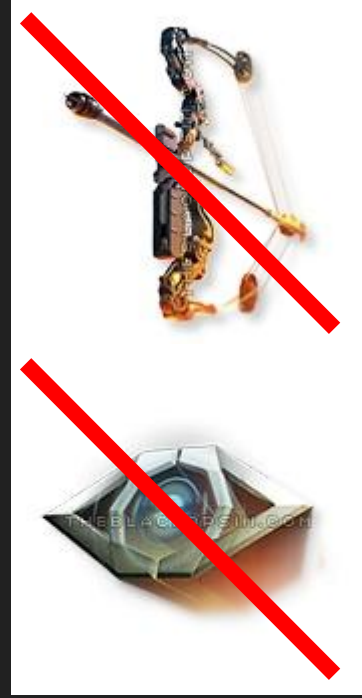
# Campaign

- 10-12 levels
- 2045
- West vs East



# Multiplayer

- Specialists → Operators
- 12 + 1 maps
  - 10 DLC
- Re skinned



# Zombies

- 2 + 1 maps
  - 3 DLC
- Round based
- New story





# Warzone

- Warzone → Blackout
- Events
  - Seasons
  - Holidays



# Costs and Timeline

- 300\$ million
- Treyarch + other
- 3 year development
- 1 year support
- Fall 2026

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1		Year 1				Year 2				Year 3				Year 4				Maintenance
2		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	
3	Programming	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
4	Design	X	X	X	X	X	X	X	X	X	X	X	X	X	X			
5	Levels	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
6	Sounds	X	X	X	X	X	X	X	X	X	X	X	X	X	X			
7	Art	X	X	X	X	X	X	X	X	X	X	X	X	X				
8	Bugs		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
9	Mechanics	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	





# Profits

- Single Purchase
- Seasonal Battle Pass
- Skins / Bundles
- \$500 million / 5mil copies

