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<p>Plot</p>

<p>Modern Warfare 2 was originally announced as Call of Duty 6.[23] The game was first announced under the title Call of Duty: Modern Warfare 2 by Activision on December 3, 2008.[24] Activision subsequently retracted its announcement, stating that any information about an upcoming Call of Duty game was "speculative." [25] Infinity Ward then asserted that it had not officially confirmed its latest project at that time.[26] On February 11, 2009, Activision officially announced Modern Warfare 2 and set a tentative release date for "Holiday 2009." [27] The game was tested in an internal beta by the development team. While both Call of Duty 4 and Call of Duty: World at War had been preceded by public multiplayer betas, no such beta was released for Modern Warfare 2 because it was determined that, according to Community Manager Robert Bowling, no public beta was needed unless the internal beta did not provide adequate feedback.[28] While Treyarch was able to port Modern Warfare to the Wii and release it on the same day Modern Warfare 2 was released, Infinity Ward declined to make a Wii version of the sequel. According to Bowling, Infinity Ward determined that the Wii's technical limitations made it impossible to deliver the same cinematic experience that the sequel aspired to present.[29]</p>

<p>The game utilizes the in-house IW 4.0 game engine, which is claimed to be a generation beyond the capabilities of the engine used in Call of Duty 4.[35] Although proprietary, the game is based on an unspecified id Tech engine, and can accommodate larger worlds, enhanced graphic detail, and more efficient rendering.[36] Infinity Ward has addressed the issue of enemies that continually respawn at different points of a level.[37] The developer demonstrated that the game engine uses a "dynamic AI", which has replaced the infinite respawn system and allows enemies to act more independently. These "smarter" enemies are designed to actively seek out and drive the player forward through a level, and can break away from set behaviors such as following a designated route in order to attack. The player cannot depend on enemies to be found in the same locations as a previous play-through because enemies will behave differently each time a level is played.[38]</p>

<p>Audio</p>

<p>Remastered version</p>

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