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Call of Duty: Modern Warfare is a massive game. At the required 175GB according to its system requirements, and maybe one of the biggest games ever! Every Call of Duty title is tall size compared to the previous ones. From 2003 to Modern Warfare 3, the series has grown significantly. The game is used by major VFX studios like Walt Disney Animation Studios, Pixar, and Industrial Light & Magic, as well as Sony Pictures Imageworks, Method Studios, and The Mill. Houdini (software) is a key tool used in the industry.

As of October 25, 2024, Call of Duty: Modern Warfare 3 is the most successful game in the franchise, having sold over 16 million copies worldwide. It is the tenth game in the series and acts as a "reboot" of the Modern Warfare sub-series. The game features a realistic and modern setting, supporting cross-platform play. Activision confirmed that the game will have a seasonal pass, allowing for simultaneous content release, a first since Call of Duty: Ghosts (2013) without the Zombies mode.

Its first title, Call of Duty, was the most successful game in the franchise, winning Game of the Year. The sequel, Call of Duty 2, was released for PC and Xbox 360, selling over 1 million copies in the United States. Consequently, Call of Duty 2 was the first title for Xbox 360 to sell over 1 million copies in the United States.