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<p></p><p>The game's campaign follows Task Force 141, a mu
ltinational special forces unit commanded by Captain Soap MacTavish as they hunt
8 , £ Vladimir Makarov, leader of the Russian Ultranationalist party, and United
States Army Rangers from the 1st Ranger Battalion who are 8 , £ defending the Wa
shington, D.C. area from a Russian invasion. The game's main playable charac
ters are Sergeant Gary "Roach" Sanderson, of 8 , £ the 141, and Private
James Ramirez, of the Army Rangers, with Captain MacTavish becoming playable la
ter in the campaign. The 8 , £ multiplayer mode was expanded upon from the previo
us game, with several new features and modes.</p>
<p>Players engaging in a gunfight in 8 , £ a multiplayer match. A mini-map
is visible in the top left, and match progress in the bottom left.</p>
<p>The game utilizes 8 , £ the in-house IW 4.0 game engine, which is claime
d to be a generation beyond the capabilities of the engine used 8 , £ in Call of
Duty 4.[35] Although proprietary, the game is based on an unspecified id Tech en
gine, and can accommodate 8 , £ larger worlds, enhanced graphic detail, and more
efficient rendering.[36] Infinity Ward has addressed the issue of enemies that c
ontinually respawn 8 , £ at different points of a level.[37] The developer demons
trated that the game engine uses a "dynamic AI", which has replaced 8 ,
£ the infinite respawn system and allows enemies to act more independently. The
se "smarter" enemies are designed to actively seek out 8 , £ and drive
the player forward through a level, and can break away from set behaviors such a
s following a designated 8 , £ route in order to attack. The player cannot depend
on enemies to be found in the same locations as a 8 , £ previous play-through be