

Destiny / history

intro

Year 1

Destiny 2 was released on the 6th of September 2017 and was only released for the base ps4 and Xbox consoles and had high expectations off the back of the success of the previous game, but the fans would soon come to realize that bungie had changed many major aspects of the game for the worst. With the game launching with a very bland campaign and changing the way subclasses worked by just simplifying them into trees instead of letting u pick and choose your build. There also changed the loot in the game so that there was no rng and every weapon had its own set role which was an attempt to appeal to a wider audience but just ended up being hated by the entire community.

With all these issues combined this really hurt the game massively at launch and everything felt like a watered-down version of original which was probably to appeal to a wider audience but ended up having the opposite effect causing the player numbers to plummet in the process. The only positive thing players enjoyed was the raid that launched with the game called the “leviathan raid” but the player base got bored off this very quickly as there was little reason to replay the raid since there was no random loot.

Curse of Osiris

A few months later the first expansion for the game launched on December 5th Curse of Osiris unfortunately for the community this expansion didn't fix any of the major issues that were present in the game and overall, the expansion overall was a bad experience with a very short and uninteresting story and very little content to go along

with it, even the raid that came with this expansion was very lackluster and was even beaten by a random group in under 3 hours of its launch. This caused the game to drop off even more and by the end of the expansion the game was pretty much Barron with very little people left playing the game.

Warmind

The second expansion for destiny 2 Warmind released on May 8th, 2018, and was met with a slightly warmer welcome from the community bringing a small number of players back to the game, as this expansion had much more content than the previous one with a much more fleshed out story that people were actually interested in. There were also a lot more activities for players to do such as escalation protocol and story missions that progressed every week even a secret mission which the player based enjoyed a lot. Overall, this expansion was much better than the previous one with a lot more content and reasons to play, and this was a good start in improving the game and resolving the many issues that the game had.

Year 2

Forsaken

The second year of destiny 2 came with massive changes that overhauled the entire by first returning random loot which was the biggest things people wanted, one of the biggest attractions was the story as one of the fan favorite characters were teased to die in this expansion which was extremely successful in generating buzz, this expansion was bigger than both of the previous ones combined containing multiple new locations, lots of questlines that spanned Multiple weeks, a secret dungeon where u wandered across the ascendent plane and possibly one of the best raids ever released last wish which brought the game

back from the dead with a massive increase in player numbers and took a whole 24 hours to complete but even with all this massive success this expansion did not meet the expectations of activation which were expecting more sales than the expansion. This would heavily impact the relationship between bungie and activision in the months to come eventually leading to them splitting and bungie being left on their own to support the game.

The seasons afterwards/the Annual pass

After the launch of forsaken bungie decided to shift destiny to more of a seasonal model in the attempt to keep players more engaged with the game but at the same time bungie were going through internal struggles as their publisher activision was not happy with the number of sales that forsaken had as it did not reach expectations and wanted to change how monetization in the game worked to push players to buy more of the ingame currency “silver” which bungie did not agree with. So, in the end bungie decided to split away from activision to give back full control of the game to bungie.

shadow keep

With the launch of shadow keep a lot of changes were made since bungie regained full ownership of the game. Since they needed to try and bring a lot of the player base back to the game one of the first major changes that was made was that they made destiny 2 free to play which was a massive success in driving a massive number of players back to the game.