

New script lul

What is destiny 2?

Destiny 2 is a looter shooter that was released in September of 2017 for both the Xbox one and ps4. You take on the role of a resurrected guardian who uses the light to fight back against the evils that lurk throughout the universe to help defend the last of humanity. The game contains light RPG elements including leveling up your character to gain new abilities and finding higher rarity weapons and armor for your guardian to use, to then take on more challenging activities.

Destiny 2 release

When destiny 2 first launched back in 2017 it was met with a lot of hype, but that hype quickly dwindled as players came to realize that the game was lacking in many features and that the game was a much more watered-down version of what people were promised. This negatively impacted the game's launch causing a lot of the player base to abandon the game shortly after its launch, things didn't improve throughout the year as Bungie went on to release two expansions called Curse of Osiris and Warmind which didn't help the game's reputation and failed to keep the player base's attention which caused the player base to drop to its all-time low seemingly with very little hope that the game would improve in the future. This in turn with Activision not being happy with how much Destiny was making left the game with an uncertain future and things would need to take a swift turn if the franchise was going to survive in the long term.

Destiny 2 year 2

With the second year of Destiny there were massive changes coming to the franchise with the upcoming expansion called "Forsaken" which was going to include a massive overhaul in how many game techniques worked, adding a whole new expansive storyline with one of fan favorite characters dying Cayde-6 and multiple new locations for people to explore. The massive investment in this expansion worked in bringing a massive amount of old and new players to the game bringing hype back to the community unfortunately despite all the positivity in the player base in the background Activision were still not happy, expecting higher sales from the expansion which caused internal issues between Bungie and Activision which would cause a ripple effect for the game's future.

One of the big differences of this year is that alongside the Forsaken expansion there also was going to be a further 3 seasons worth of content which would also be the start of the seasonal model for the game which would aim to keep content coming to the game and keeping players engaged, although halfway into the year the news would break out that Activision and Bungie have decided to split which meant that Bungie would have full control over their game but would also be left to publish it by themselves and no longer have Activision's backing which would take a massive hit to Bungie's budget in the future and would show in the quality of future content. Overall Destiny's 2<sup>nd</sup> year is considered its golden age as the game was improved for the better and packed with content all year long that the entire community enjoyed, unfortunately in the upcoming year Bungie would once again face many challenges in the game.

Year 3 Shadowkeep

A new year and a new expansion for destiny 2, this year's expansion had people returning to the moon which was a location from destiny 1 so some players weren't exactly thrilled feeling like there had to pay again for content they had already previously paid for, this along with the fact that a lot of the content that was included in this expansion has already been in the game previously which left a sour taste in peoples mouth. Along with all this one of the biggest changes by far is that the game was released on pc and made the base game free to play for everyone although u still had to pay to gain access to the expansions and also had the side effect of creating a mass cheating problem which plagued the game for months until eventually bungie got it under control, which even though the reception to the expansion wasn't the best still led to a massive increase in players which was great for the games overall health.

Along with the expansions release there was also new seasons although one of the major consequences of the activision bungie split begin to show as bungie had too servely cut back on the seasonal content only really providing one new activity which is a far cry from what they offered in the previous year and would continue throughout the year which did negatively impact the game causing dry spots near the end of the seasons leaving players bored and with nothing to really do but wait until the next release.

Overall, the third year of destiny had its ups and downs with the expansion receiving mixed reviews from players, but overall people still enjoy what new stuff there was to experience and were excited for the future, and the game turning free to play bringing a wave of new people to enjoy the game and the game would keep improving in the future year to come.

#### Year 4 beyond light

The 4<sup>th</sup> year of destiny once again came with some minor changes with one of the biggest being that the developers decided to get rid of and vault a lot of the content that was in the game to make room for future content which caused a lot of anger among fans as they had previously paid for this content but were now locked out of it. The actual expansion it self-brought the introduction of darkness subclasses which is something the community had been asking for years at this point, also all the content that was added was all new and wasn't rehashed from the previous game including new location, story and seasonal story. Although with all these additions the expansion overall wasn't anything amazing on its own and the focus this year was clearly on the seasonal story's which had vastly been improved upon than previous years featuring a far more complying storylines that got players invested and an increase in seasonally content so that players didn't get burned out as fast.

Overall, the 4<sup>th</sup> year of destiny was mostly stale with minor improvements coming to the game and leaving a sour taste in players mouth over the removed content but with nothing major happening the game slowly became stagnant with very little growth.

#### Year 5 "The Witch Queen"

This year of destiny was quite different from previous years as a lot of overhauls came to the game freshen things up, also this year's expansion was a big improvement from the previous with a much better focus on the narrative which involves you hunting down the witch queen as she and her army somehow stolen the light and it's up to you to figure out how and stop her. As well as teasing the main antagonist for the next expansion. Overall throughout the year the seasonal content stayed consistent focusing on the narrative in each season with first being season of the risen which focused on helping our allies take down new threats, next being season of the haunted in which we helped the main cast of

characters get over and come to terms with each one of their nightmares and the final season, season of the seraph which saw the return of a major character the war mind in which we helped restore the ai back to its full potential only to be killed off at the end of the season by sacrificing its self to help protect humanity.

Overall, this year was a very good year for destiny helping to set up future plotlines and building up hype for the next expansion "light fall" which was one of the most anticipated expansions of all time.

Current year "light fall"

Now we come to the present with the new expansion light fall being recently released, unfortunately light fall received mixed reviews from players as the expansion didn't live up to people's expectations as the story wasn't received well and left a lot of players confused and the feeling that story was rushed. Although the story wasn't liked many people did enjoy the gameplay additions such as a new darkness subclass called "strand" which focuses on mobility via giving the player a grapple hook to swing themselves around and a new location to use these powers neomuna. Unfortunately, the community was hit with some shocking news in which it was announced that lance Reddick had passed away shortly after the release of light fall which was shocking for the community as lance did voice act commander zavela who was one of the most integral characters of the franchise, which does leave the question with what their will do with the character in the future.

Overall, this year of destiny has had a rocky start but I and most of the community are hopeful for the future that things will continue to improve, and I am sure the game will continue to succeed for years to come.