

DESTINY

LDD

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Contents

Introduction	3
PS4 Mechanics	3
Combat System	3
Movement System	3
Information System	3
Interaction System	3
Cabal Enemy Types	4
Legionary (Enemy 1)	4
Phalanxes (Enemy 2)	4
Colossus (Enemy 3)	4
Gameplay Flow.....	4
Optional Gameplay Flow.....	9
Legend.....	10

Introduction

The Player is sent to Mars near The Buried City to locate the Mars Defence Network Codes. However, the Cabal has beaten the player to the location. The player must now locate the codes before the Cabal can decode the network and wreak havoc on the surface of Mars.

PS4 Mechanics

Combat System

- The player's Primary weapons are the Auto Rifle, Scout Rifle and the Pulse Rifle. The player's Secondary Weapons consist of the Shotgun, the Sniper Rifle and the Fusion Rifle. The player's Heavy Weapons include the Rocket Launcher and Heavy Machine Gun. To **aim** all guns press (L2), to **fire the gun** press (R2), press (Triangle) to **switch** the weapon and finally to **reload** the gun press (Square).
- The player will perish once the Life Bar reaches zero. The Health Bar quickly regenerates over time when player is not taking any damage.
- The player's Radar points in the direction of the enemies' location.
- All players have access to abilities that will automatically recharge overtime. Should the player press the (R1) button, the player will use the Melee Attack ability. The ability to throw a Grenade, the player must press the (L1) button. Ultimately, upon the player killing enemies, the player can charge up their Supper Ability and by pressing both the (L1+R1) buttons to unleash it.

Movement System

The player's Movement is activated by the (Left Joy Stick). Whereas, the (Right Joy Stick) is used to look around.

In order to Sprint, the player must hold down the (Left Joy Stick).

The player can Jump by pressing the (X) button. In addition the plyer can Crouch and Slide by pressing the (Circle) button.

Information System

The player has an Objective Bar in the upper left of the screen informing the plater with directives. The screen will also have an Icon pointing the player to the appropriate direction in which the player must go. To retrieve the Menu, the player should press the (Options) button. By pressing the (Touch Pad), the player may access the Game Status.

Interaction System

The player may interact with objects by holding down the (Square) button.

Cabal Enemy Types

Legionary (Enemy 1)

Legionaries are Cabal line soldiers; hulking rhinos that charge straight into battle. A Legionary is a standard infantry class unit of the Cabal species. They are heavily armored, well-trained infantry and are normally deployed with Phalanxes and led by a Centurion. They are very versed in tactics, and are outfitted with jump packs to maneuver quickly around the battlefield.

Phalanxes (Enemy 2)

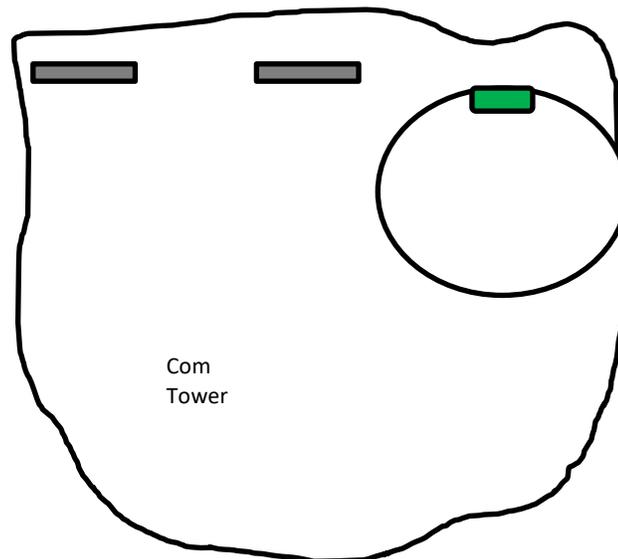
Phalanxes carry large solid shields that protect them from most damage. Phalanx is a class of Cabal. Phalanxes are used as a mobile defensive front. They carry large shields that are immune to all small arms fire. They hold an equal place in the Cabal ranks as Legionaries and use the same armor, augmented by their shields.

Colossus (Enemy 3)

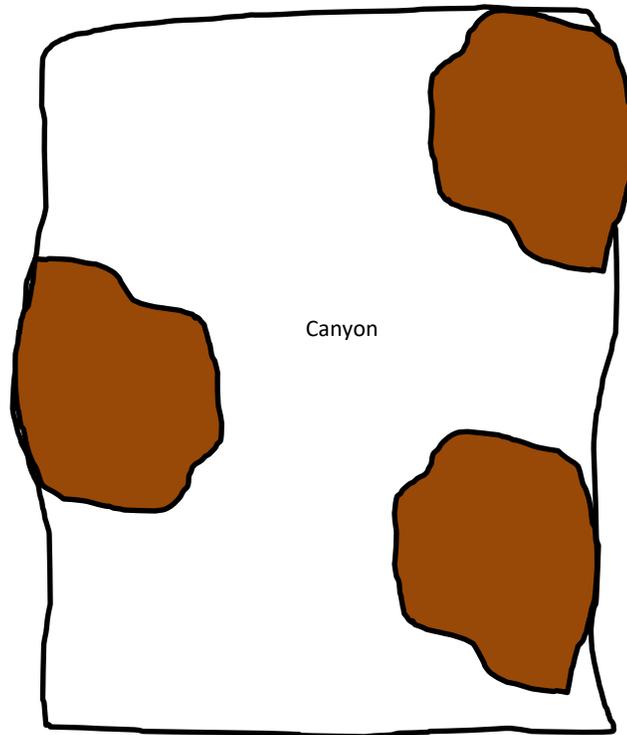
Colossi are ferocious and massive warriors that often wield devastating Gatling-style rotary cannons. They are also outfitted with ultra-heavy armor, backpacks that can fire a barrage of guided missiles at a target, and are surprisingly mobile given their weight and equipment. Colossus is a class of the Cabal species. Colossi are huge, hulking Cabal champions with ultra-heavy armor, gatling-style weaponry, and backpacks outfitted with guided missile pods.

Gameplay Flow

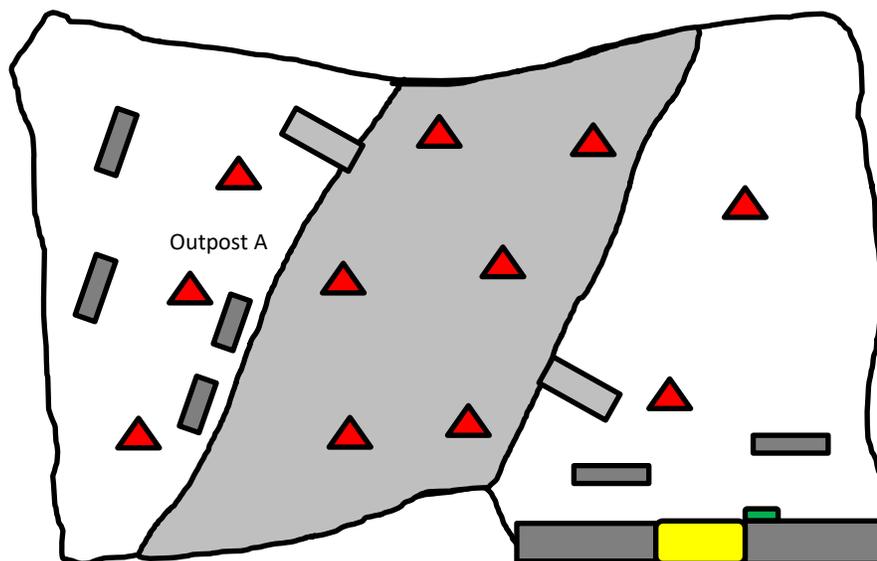
The player begins at the “Com Tower”. He/she must first walk up to the communication tower relay to locate a console inside. The player must activate this console in order to get the location of the Cabal base. The console will beep, turn red and despatch to the player “Error! Need to reconnect to main communication network”. Ghost will then set a waypoint to the Communication Network Service Port Building (CNSPB) in the “Buried City”.



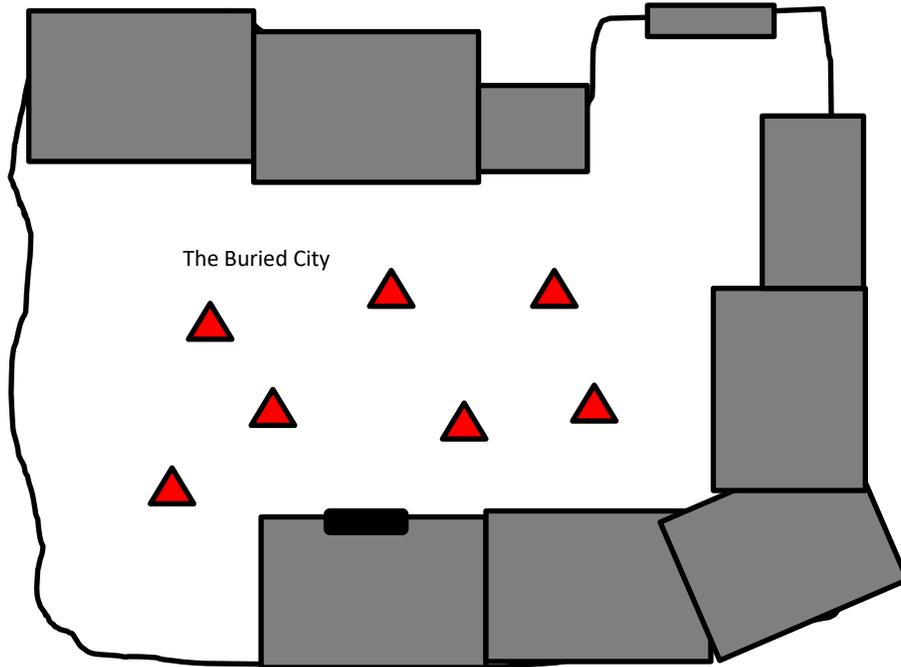
The player will move forward towards the way point, where he/she must maneuver through the “Canyon” to reach the next area.



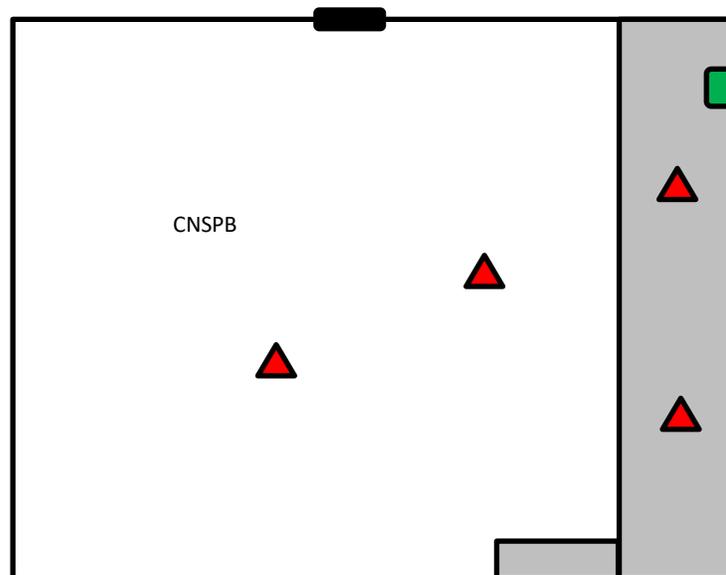
Arriving at “Outpost A”, the player will encounter a few Cabal. The player must eliminate these Cabal in order get to the Legion Wall on the other side of the bunker. The player must get beyond the Legion Wall by hacking the console. When the player interacts with the console it will turn red and sound an alarm which will summon Cabal reinforcements. The player must eliminate these summoned Cabal reinforcements, along with the enemy who is holding the access key. Once the player has successfully obtained the access key he/she will use the key on the console to unlock the door for the Legion Wall.



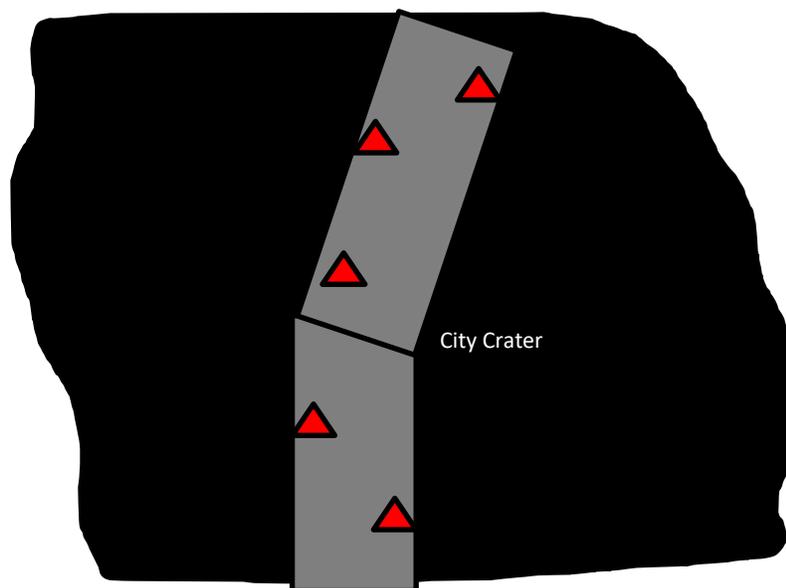
When the player goes beyond the archway, the player will be located in the “Buried City”. While there, the player will encounter a group of Cabal patrolling the city that has its large metal buildings covered with the sand of Mars. As the player moves through the city, he/she must turn right in the direction of the “CNSPB”.



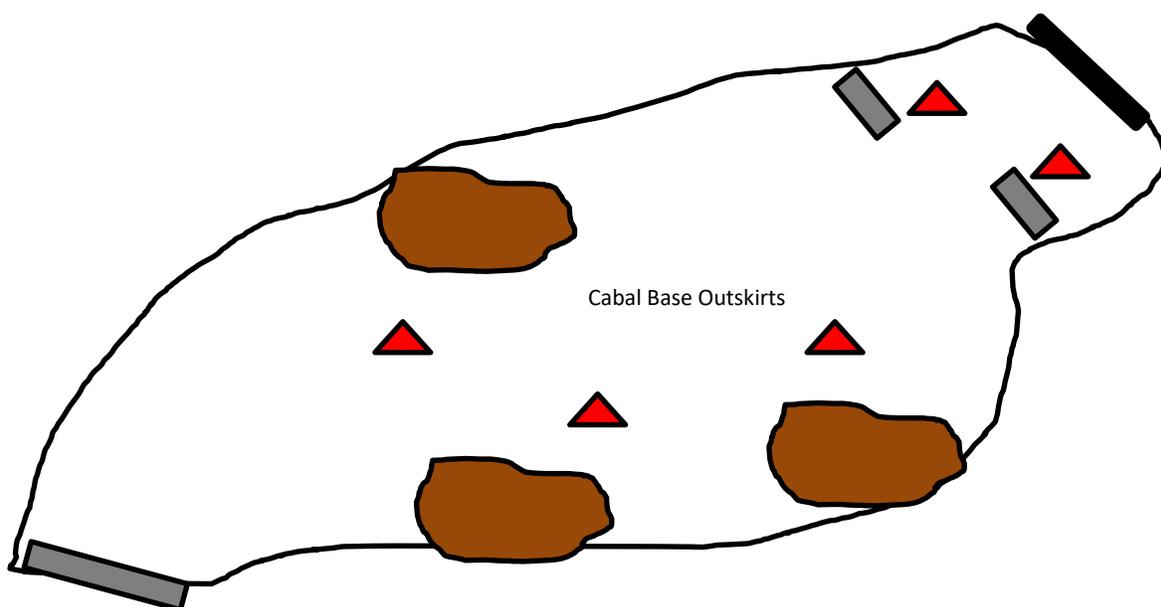
As soon as the player reaches the “CNSPB”, he/she will see the building with the door forced open. The player will walk inside the building, where he/she will encounter a small group Cabal guarding the communication network port console. Once the player eliminates the Cabal, Ghost will reconnect the communication network that will locate the main base of the Cabal.



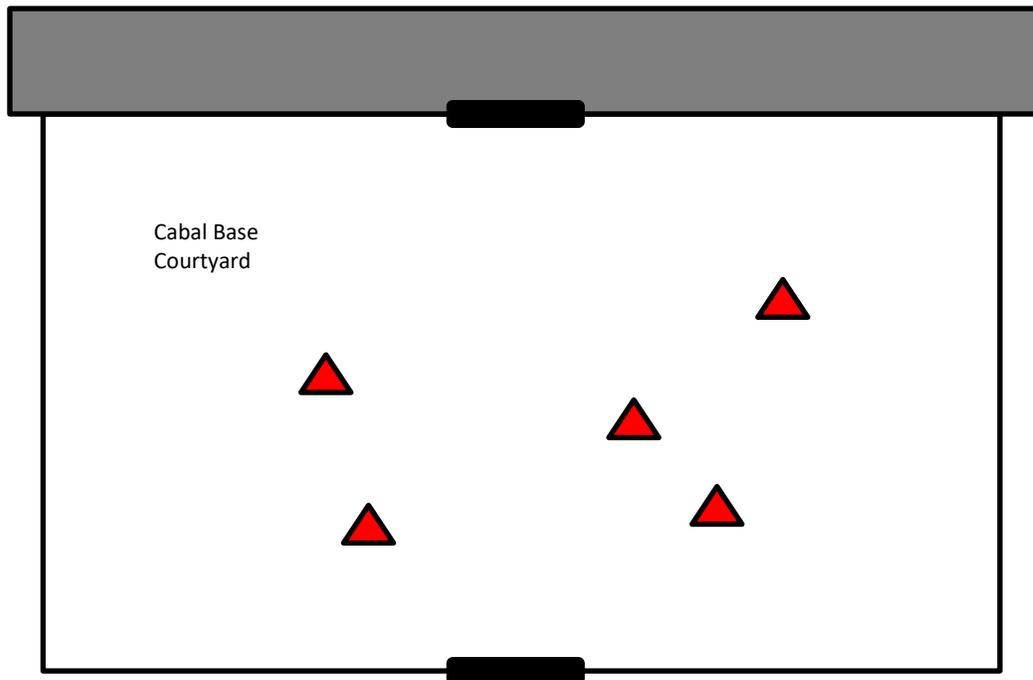
When the player exits the “CNSPB” they must make their way through the city towards the “City Crater”. After the player has reached the crater, he/she will notice that the bridge is being occupied by Cabal doing sentry duty. At this point, the player must eliminate the Cabal that are occupying the bridge.



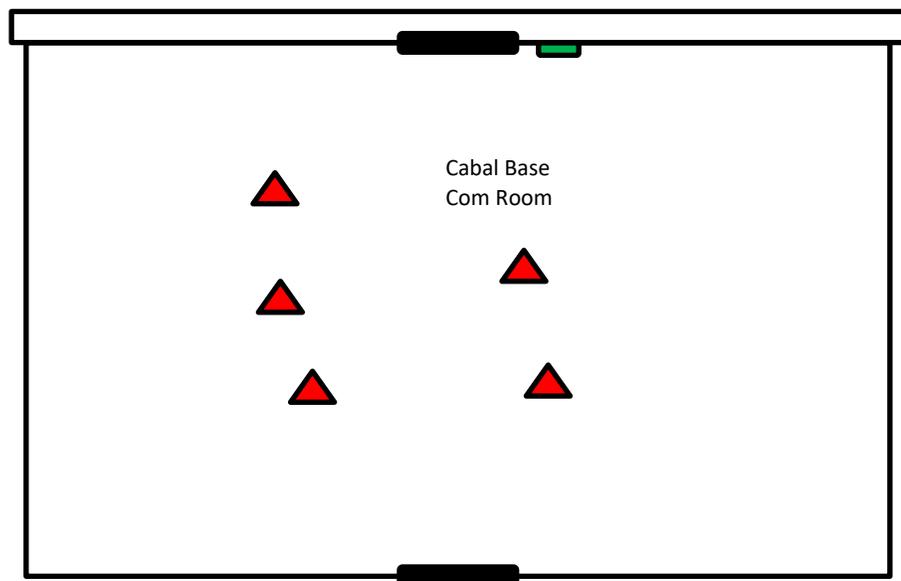
Upon clearing the bridge of enemies and reaching the other side of the crater, the player will then be heading towards the “Cabal Base Outskirts”. The player will find an area of small craters along with a small platoon of Cabal guarding the outer gate of the “Cabal Base”.



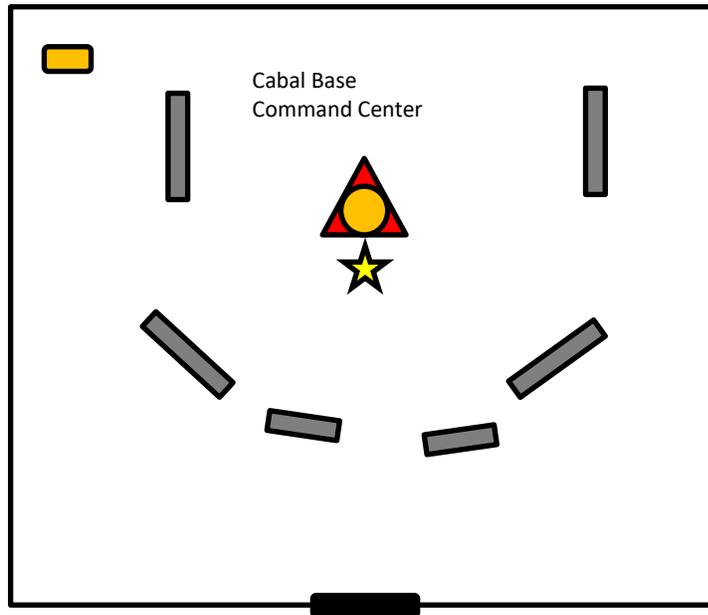
The player goes through the gate where he/she are situated in the “Cabal Base Courtyard”. While in the courtyard the player will encounter a group of Cabal. The player must eliminate the Cabal and move forward into the Cabal Base.



As soon as the player enters the base, he/she is in the “Cabal Base Com Room” and must kill the last group of Cabal who are defending the “Cabal Base Command Centre” door. Once the player claims the Command Key from the eliminated Cabal, he/she will use the console to open the locked door to the “Cabal Base Command Centre”.

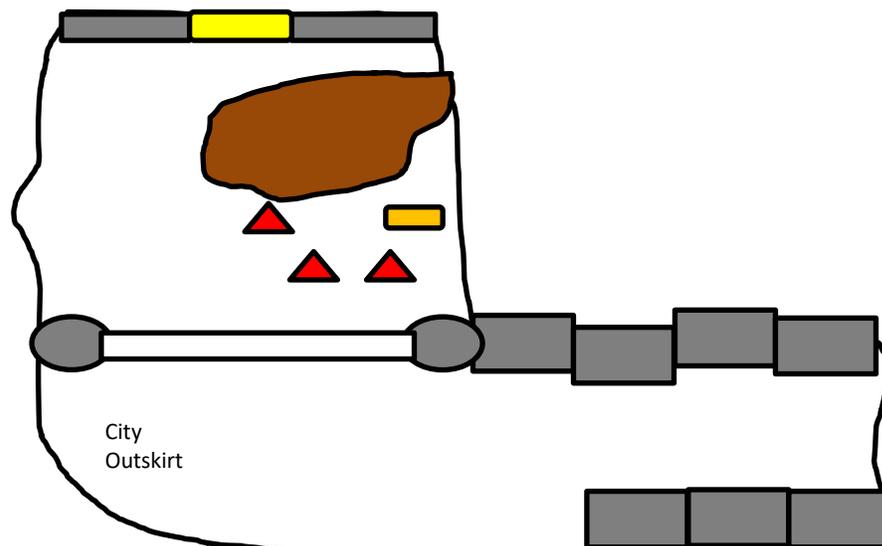


Upon the player opening the locked door of the “Cabal Base Command Centre”, he/she will encounter the Boss who is holding the Defence Network Codes to Mars. At this time, the player must defeat the Boss and retrieve the codes. In conclusion, the player may claim the chest and he/she will acquire their rewards.



Optional Gameplay Flow

The minute the player goes past the Legion Wall, he/she will see the archway that signifies they are at the “City Outskirts”. Upon reaching the archway, the player will encounter on the left a small group of enemies who are protecting a chest. The player then has the option to fight these enemies in order to claim the chest for a random reward or skip the battle and move onwards.



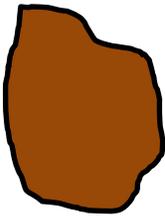
Legend



Intractable
Object



Solid
Structure



Rock



Elevated
Platform



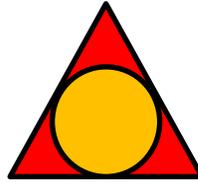
Chest



Enemy



Objective



Boss