

Destiny 2 Dungeon

Sunfall

Game Design Document

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Project Overview

This project was centered around creating a Destiny 2 Three Player Activity called a Dungeon, where the main antagonist is the Fallen enemy race. The main mechanics in this dungeon were heavily inspired by the Fallen motifs that exist in Destiny 2, while adding some complexity to dungeons with puzzles and problem solving. Players are meant to feel as if they are chasing their targets the entire way, using their own technology against them to progress forward. Where a Guardian's weapons might not work against certain enemies, a Captain's Scorch Cannon will; when the fireteam can't use their own Sparrows, there are Pikes readily available to traverse the environment. The bosses are rarely stationary and are present during the fight the entire time to provide a constant danger to the players. Instead of one large room, multiple smaller rooms exist to keep players constantly on the run.

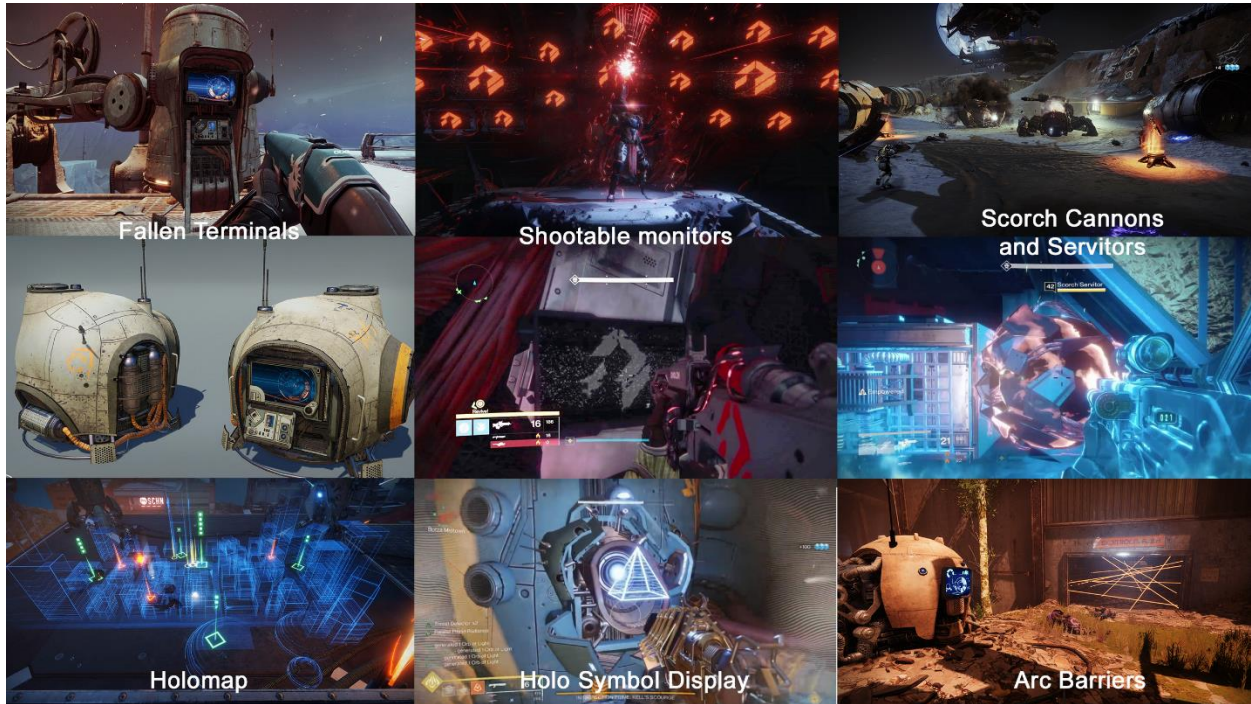
- The first encounter is meant to feel like there is a goal in mind that is just slightly visible but just out of the player's reach. The exit is blocked by a set of arc walls, and the players must navigate through many rooms to get to their goal, which can usually be seen through the broken-down buildings.
- The second encounter finally shows the fireteam their end goal, and while it's close there is a large obstacle in their way. The Ketch is just barely in reach, but players will need to take down a hard enemy before they can go forward, teasing them with their true end goal.
- The third encounter places Guardian's right in the heart of enemy territory and has them chase their prey in unfamiliar and ever-changing territory. To feel more like a chase, the boss moves at random and changes tactics often throughout the fight.

The following is included in this documentation:

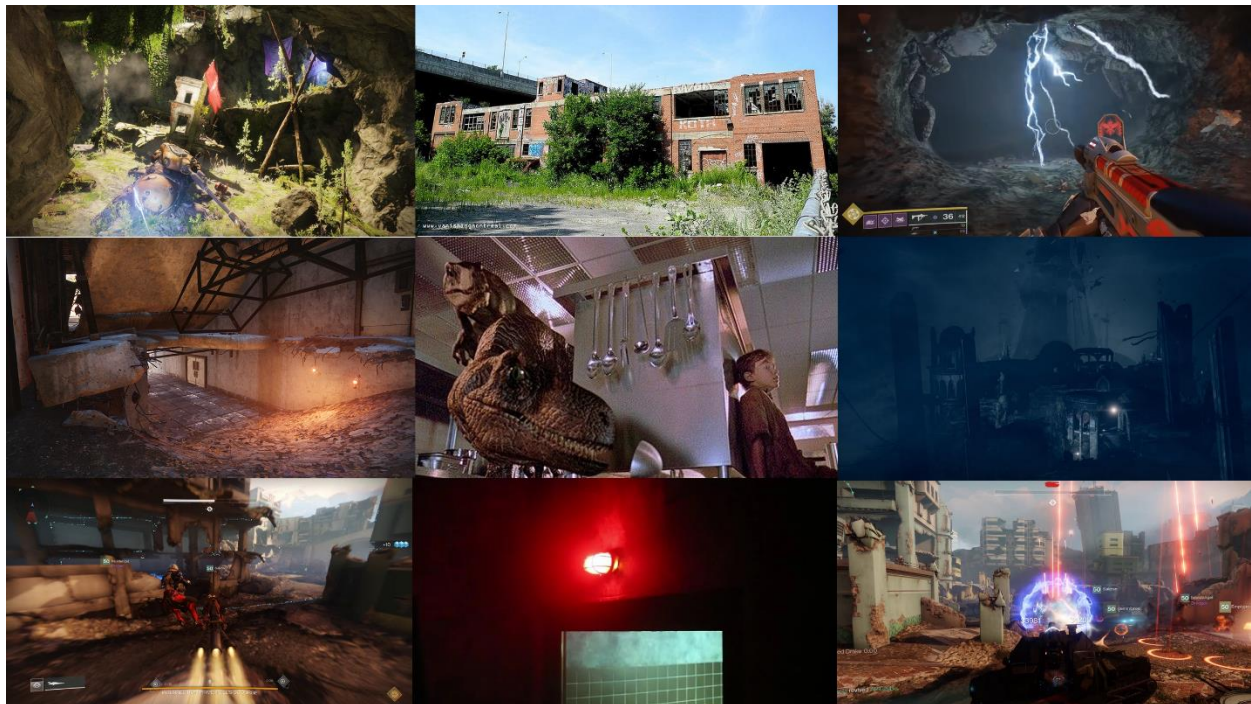
- Moodboards to show the inspirations for each encounter
- Brief story description to tie the dungeon into the game
- A breakdown of each encounter, with details of the mechanics used for each fight and how they progress encounters
- Maps for each encounter and in between puzzle encounters to give a sense of placement and progression for the dungeon, as well as point out important information
- A list of end-of-activity rewards, such as weapons and armor pieces
- Extra challenges usually associated with dungeons, such as collectibles to find and rewards for completing the activity with less people (solo)
- A design for extra ways for players to earn rewards with the addition of a currency that can be turned into loot
- A proposition for a harder difficulty and the rewards it can offer players

Moodboards

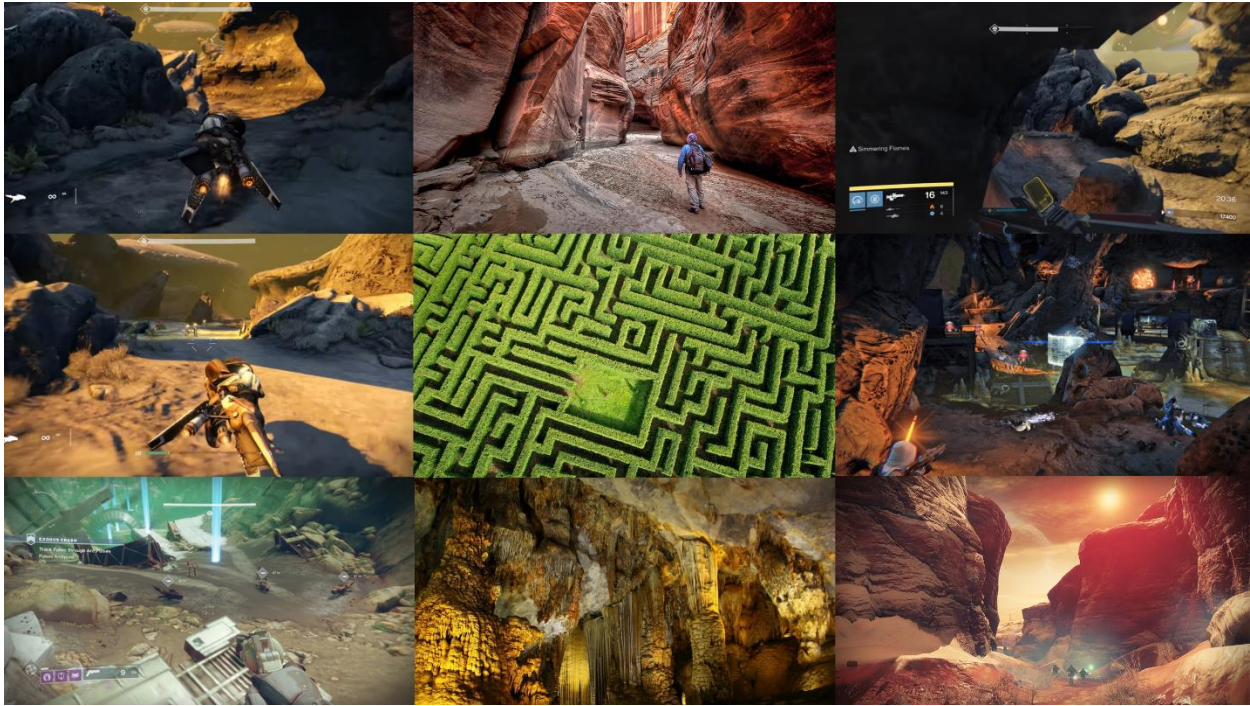
Mechanics



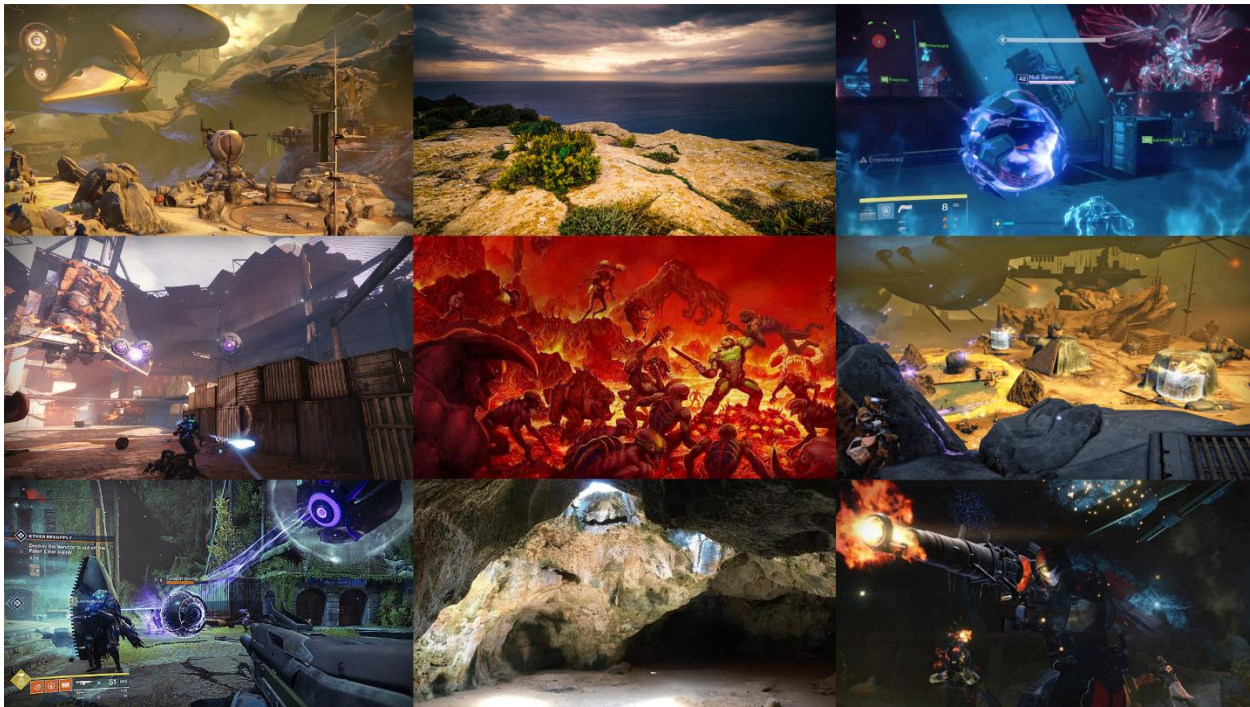
First Encounter



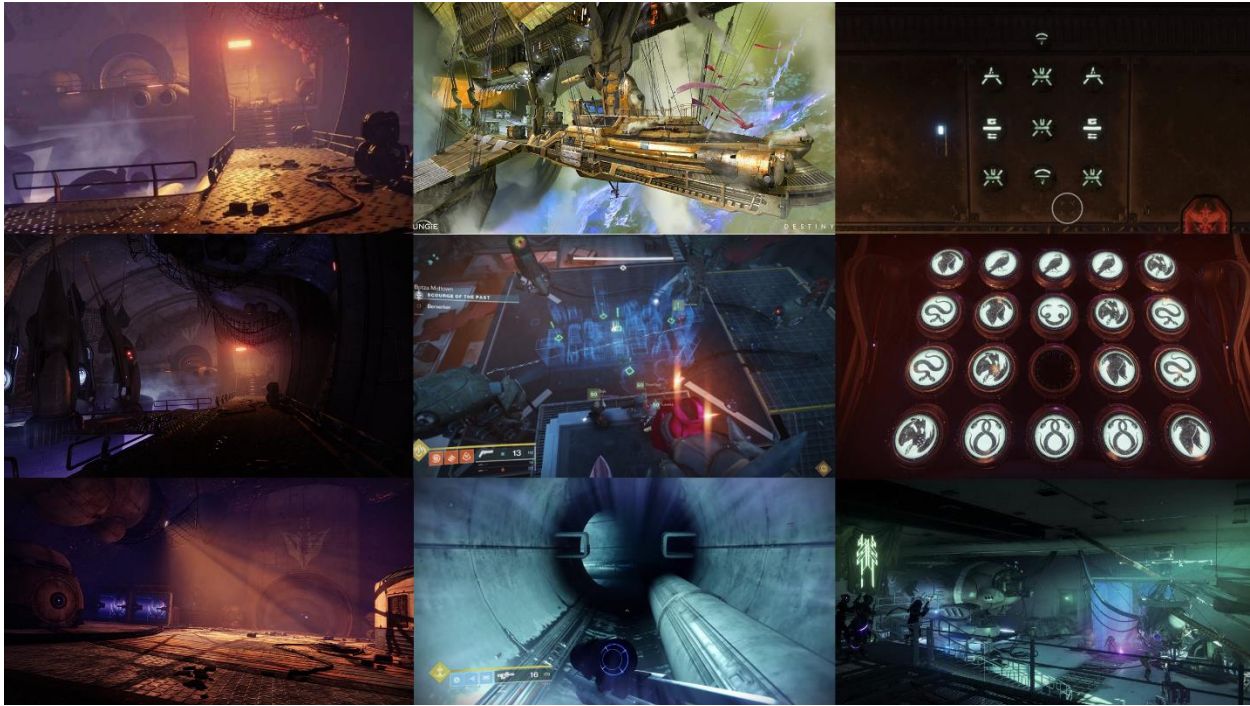
Between 1st and 2nd Encounters



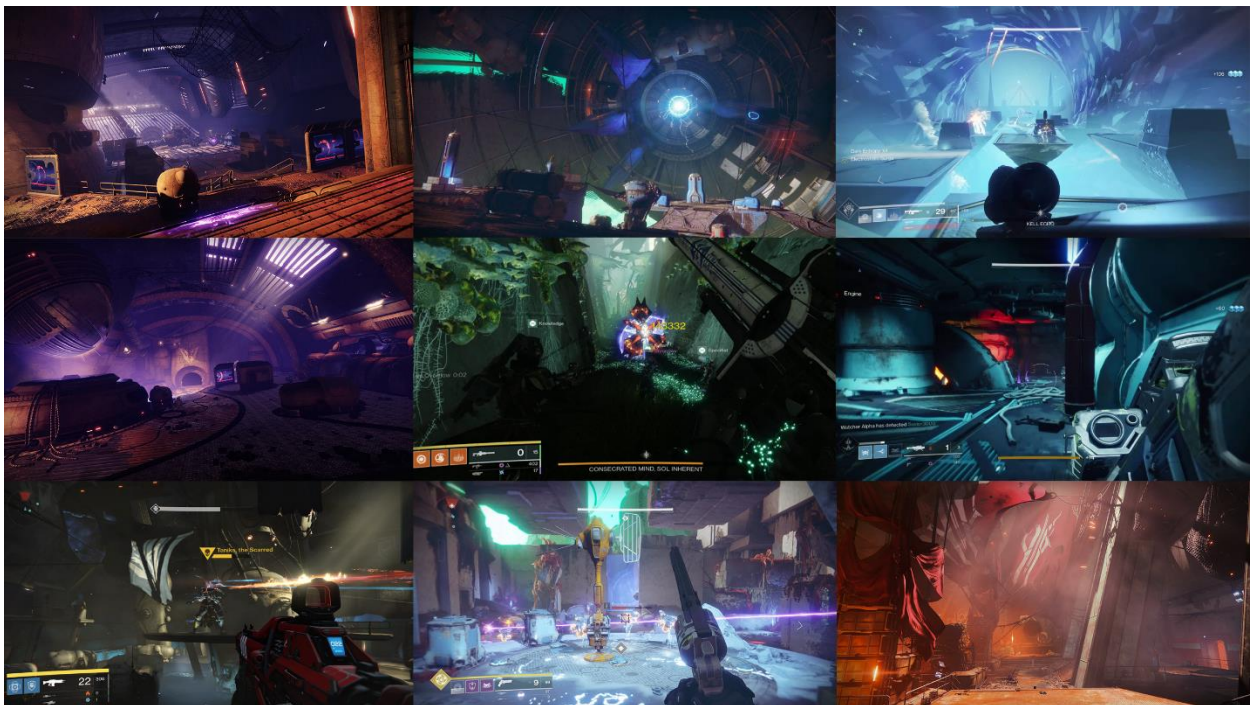
Second Encounter



Between 2nd and Final Encounter



Final Encounter



Dungeon Story

Sunfall

Reports from Vanguard have come back from the field that shed light on a new faction of the House of Dusk. Unhappy with their current state, many Fallen have been eager to see their technological advances pushed further. Lead by their newly risen Archon Priest, Shavix, the Dusk Splicers have emerged as a powerful new faction within the House, bent on finding and scavenging new technology for the House of Dusk to use to give them an advantage against the Light.

A Ketch has been spotted on the Arcadian Valley of Nessus flying the House of Dusk banner. Our sources say that Shavix is looking for Vex technology on that Centaur that could aid them. While our scouts say they have just arrived on the planet, the Splicers already have very dangerous technology that can only get more deadly if they are left unchecked.

We are sending a fireteam of 3 Guardians to infiltrate the Duskship Reltriks-Fel that has recently docked close-by. Infiltrate the Ketch, and eliminate Shavix and their Prime Servitor, Reltriks, before they can get their hands on any more technology in their hands.

- Zavala, Titan Vanguard



Encounter 1: Fight your way to the Ketch

Setting: Outside in crumbled buildings, close to a canyon

Objective: Unlock the way forward by disabling the arc fields blocking your path

Mechanic: Clearing an environmental hazard (arc webs) by hitting the correct button (Fallen symbol)

Guardians must get through a series of rooms to turn off the power to a giant arc wall guarding the way forward to the Ketch. Rooms are also sealed off with arc energy. Inside each room are 3 large screens with a different Fallen symbol displayed on each. To disable the arc fields, the correct screen, which is connected to the power, must be destroyed. Destroying the wrong one causes the security systems to be alerted and additional waves of enemies will pour into the room: A large Major Captain and his security troop. The monitor screens will become immune until all enemies have been eliminated.

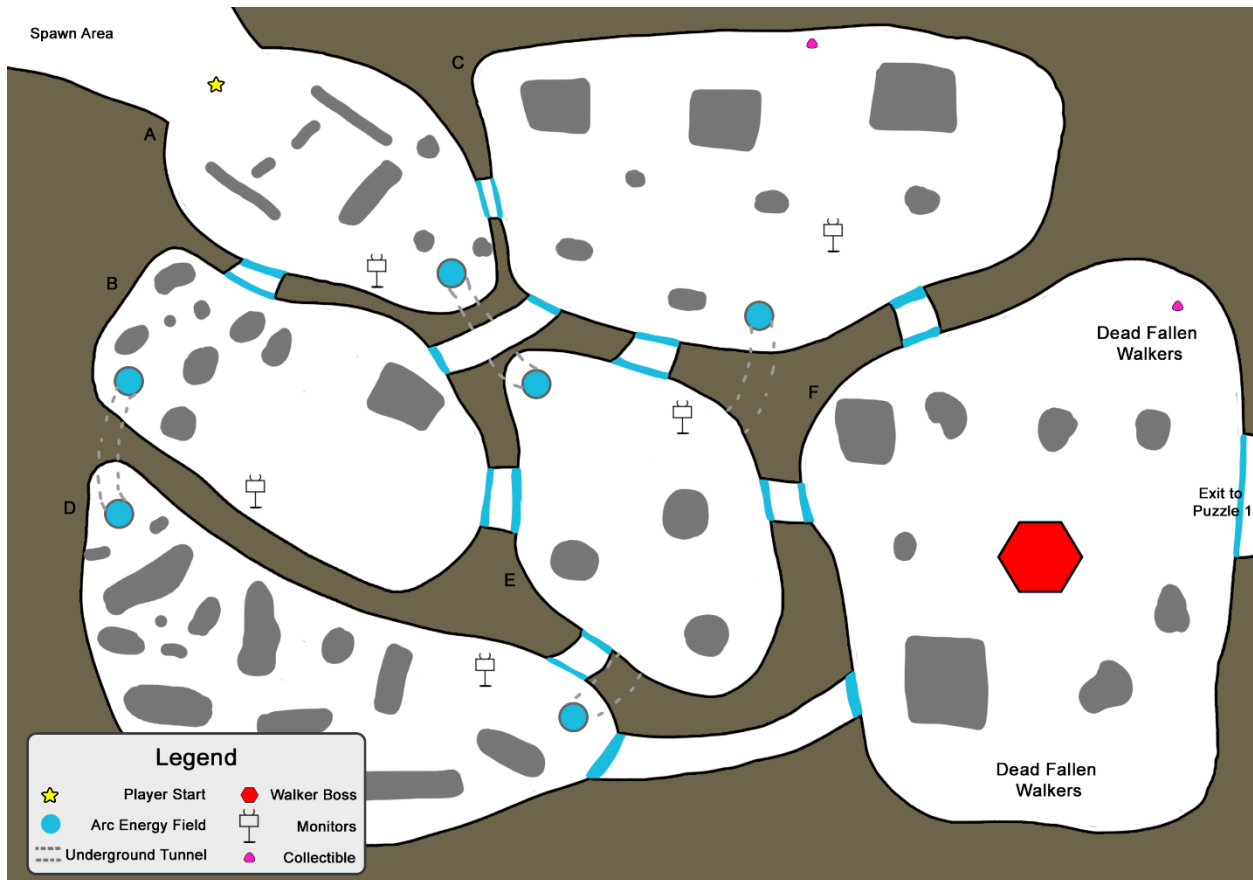
Each room has waves of enemies that spawn and need to be eliminated. After the final wave of enemies has been eliminated, a Fallen terminal nearby in the room will display one of the symbols seen on the screens. This is the correct symbol players need to destroy to progress. The path to the right room is made clear by the arc energy shutting off an area will dissipate, allowing the fireteam to progress. This is also in the form of a doorway or a hole in the ground that leads to a tunnel having its Arc Energy cut off so allow entrance.

Descriptions for each room:

- Room A
 - *Main Enemy Focus: Captains*
 - The starting room has a broken beginning wall that has crumbled into a large, ruined room with doors and holes.
- Room B
 - *Main Enemy Focus: Shanks*
 - A wider arena that is part rubble from an abandoned building, part outside field. Shanks will pour out from all over as a variety of types, including Snipers, Repeaters, and Exploders.
- Room C
 - *Main Enemy Focus: Sniper Vandals*
 - A large outdoor arena that is closed off from the other outside areas by cliffs and debris. Sniper Vandals will be perched in many areas, as well as other Vandals on the ground.
- Room D
 - *Main Enemy Focus: Marauders*
 - Most of this room is in ruins and crumbles, with only a few pathways still intact and not blocked by rubble. It is inside a building that has crumbled, as such provides little view of the outside and surrounding areas. Cover is provided by all the rubble, however.

- Room E
 - *Main Enemy Focus: Servitors*
 - This room connects to every other room and is surrounded by a lot of technology and arc pylons. A smaller room compared to the others.
- Room F
 - *Main Enemy Focus: Fallen Walker + Shanks*
 - Specialized Fallen Splicer Walker will fire out lobs of arc energy from its back and leave deadly arc fields on the floor after firing. The main cannon can also fire a tracking missile that when it detonates next to a Guardian also acts as a flashbang, blinding anyone near by for a brief moment.
 - The final area is largely outdoors, with a pile of ruined Fallen Walkers in the corners of the arena. They were tested on to improve but failed and are rusting away in the field waiting to be used as scrap. There is a large entranceway to the canyon forward but is blocked by two large energy pylons that block the way with large amounts of Arc energy. Reltriks Prime is more present in this area as it is much more open and will disappear when the Fallen Walker is killed.

The room order is not a set order, meaning the path to the final room is a different order every time. Reltriks Prime present, constantly immune and shooting at the players from a distance, chasing them as they clear rooms and progress. Complete this cycle until all rooms are cleared and the path to the final room is open and cleared.



Puzzle 1: Escape the canyon

Setting: Inside a ravine of a large canyon

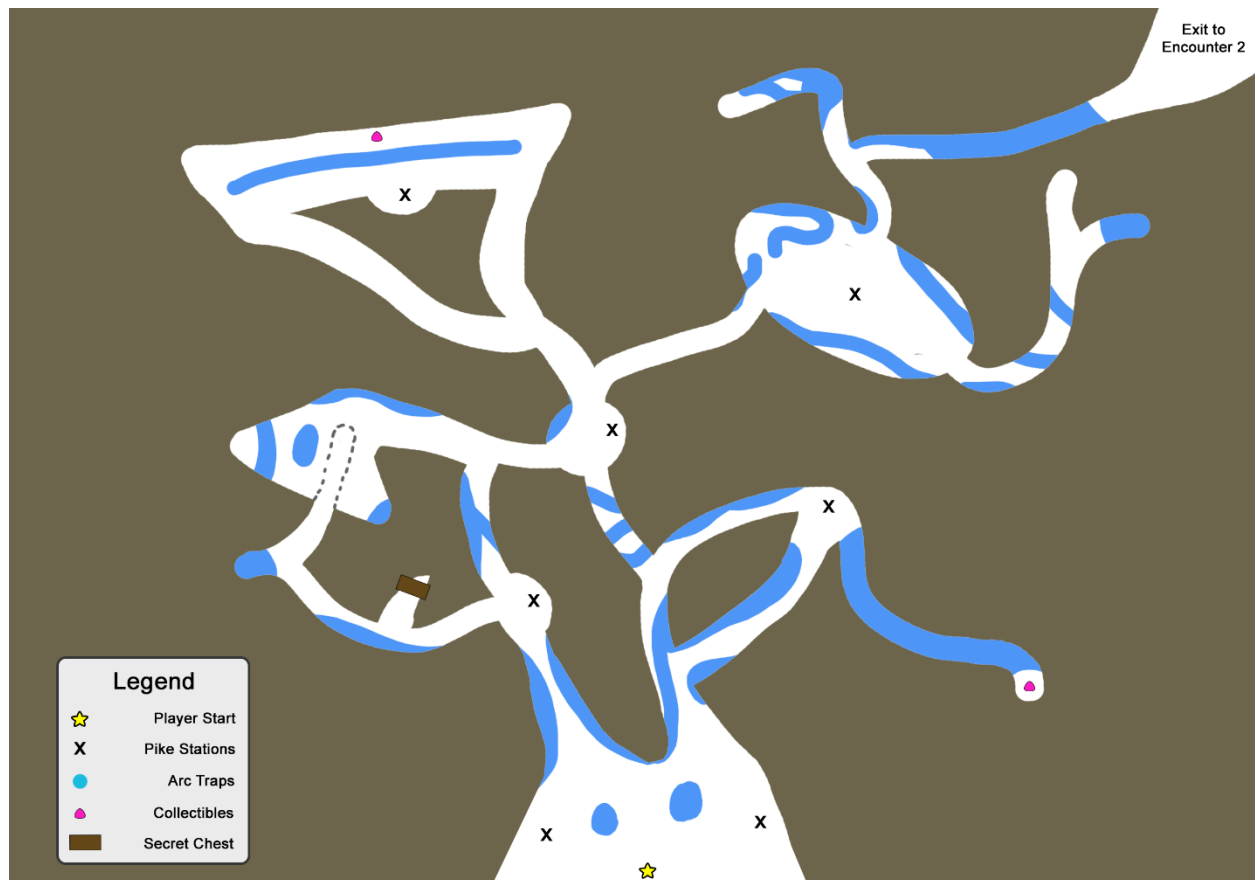
Objective: Find the correct path forward to escape the canyon and find the Servitor that escaped you

Mechanic: Arc traps, using vehicles to avoid environmental damage

After progressing through the first area, the Guardians wonder through a large canyon with many winding paths and is a maze for the fireteam to navigate through. While sparrows cannot be summoned here, there are multiple Pike stations around the canyon floor for Guardians to use for faster travel. There are many arc traps in the canyon as well, left behind by the Fallen in the area. If touched by a Guardian, the traps will kill the player. The pikes can cross the arc traps, but only for a short time. A debuff will build up as a Pike is ridden over the arc traps, 1 stack per 1 seconds. If the debuff hits 10 stacks, the Pike will explode, killing the rider.

There is also a secret chest hidden behind a wall in the ravine. When the Guardians open the chest, two large Major Captains will spawn outside of the opening to ambush the fireteam.

Find the correct exit to progress to the next encounter: Reltriks Prime.



Encounter 2: Defeat the Reltriks, Prime Servitor

Setting: Outside the canyon into an open cliffside where the Ketch can be seen in the near distance.

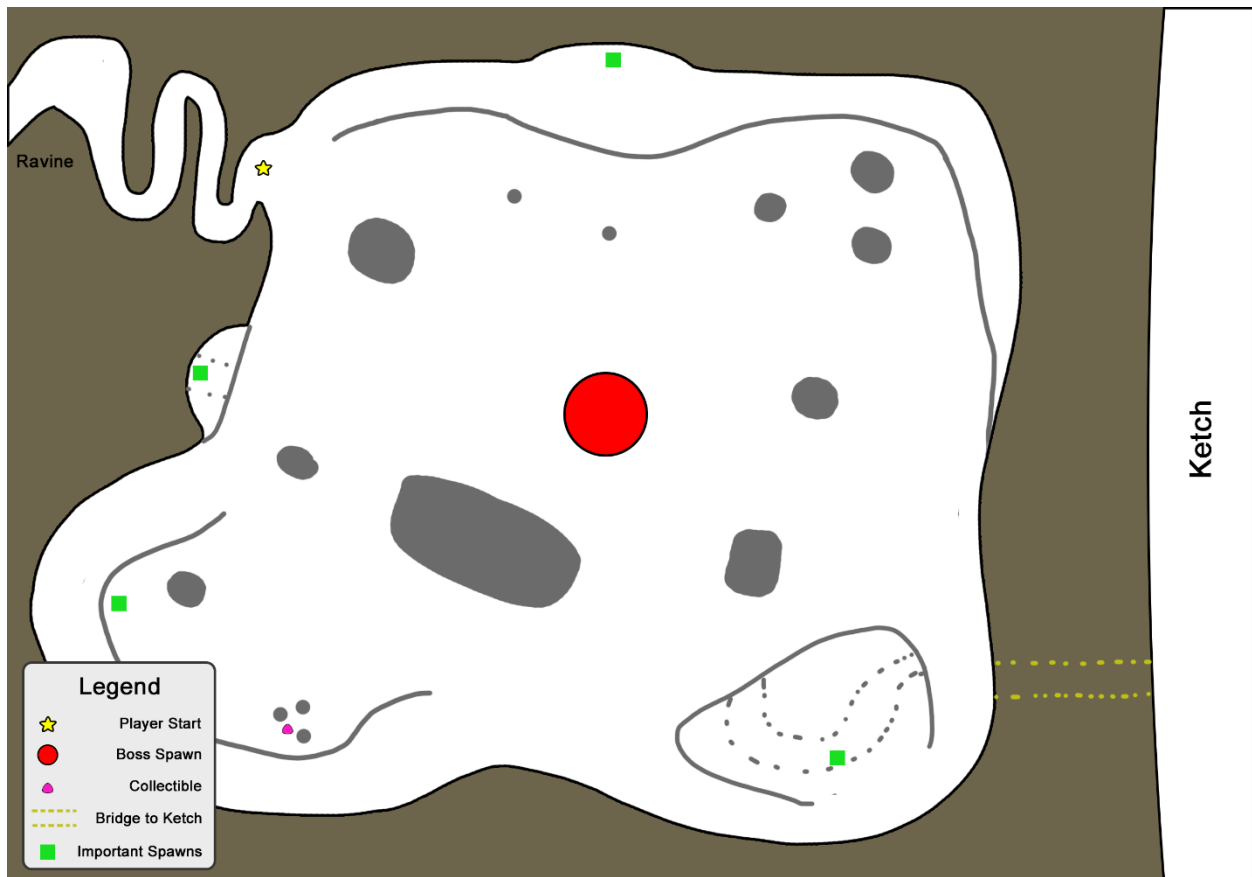
Objective: Kill the Prime Servitor to gain access to the Ketch

Mechanic: Use Fallen Scorch Cannons to destroy otherwise immune Servitors

The Prime Servitor from the previous encounter is now present in the field outside of the canyon and will need to be defeated. Reltriks Prime is immune to damage, protected by two smaller Servitors that patrols the arena. To destroy the Servitors, the fireteam must acquire Scorch Cannons carried by larger Fallen Captains.

Reltriks Prime has two attacks:

- **Eye Blast:** Servitor will constantly fire eye blasts at the Guardians which have two effects: on initial hits they slow and slow the ability regeneration of Guardians. If this move hits multiple times, their light will be drained and a chunk of ability energy and super energy. This energy will be used as a buff for the Servitor to have stronger attacks.
- **Teleport:** Servitor will grab Guardians from the battlefield and teleport them into them high into the air.



Waves of enemies will spawn during the fight for the fireteam to kill while Reltriks is still immune in the arena. In the final wave, a Captain with a Scorch Cannon will spawn into the arena. Once killed, it will drop a Scorch Cannon for a Guardian to pick up and use. These Cannons have a limited 10 ammo. Once both Servitors are destroyed with the Scorch Cannon, Reltriks Prime will become unimmune and a damage phase will begin, where it will become stunned and float in the air.

During DPS, another Servitor will spawn into the arena, making Reltriks Prime take reduced damage. A short time after this 1st spawn, the 2nd Servitor will spawn. If the 2nd Servitor spawns, the boss will become immune, the current Scorch Cannons on the field will de-spawn, and the cycle will repeat. The fireteam has two options:

- **Extended Damage Phase:** If the fireteam kills the 1st Servitor before the 2nd spawns, the Prime Servitor will lose its damage resistance and the DPS phase will continue. However, every time the DPS phase is extended, an additional wave of enemies will spawn into the arena.
- **Shorter Damage Phase:** The fireteam can let the 2nd Servitor spawn. This ends the damage phase and de-spawns the cannon for a shorter, less chaotic damage phase.

Eliminate Reltriks Prime to finish the Encounter. When the encounter finishes, the bridge to the Ketch is extended so players may board.

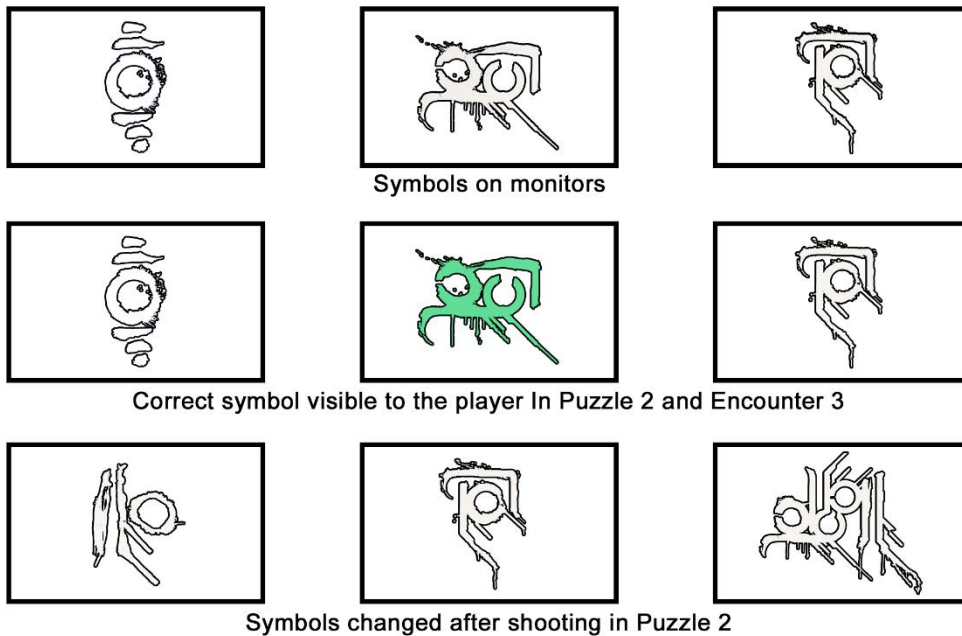
Puzzle 2: Navigate Inside Duskship Reltriks-Fel

Setting: Inside of the Ketch within many different rooms and hallways

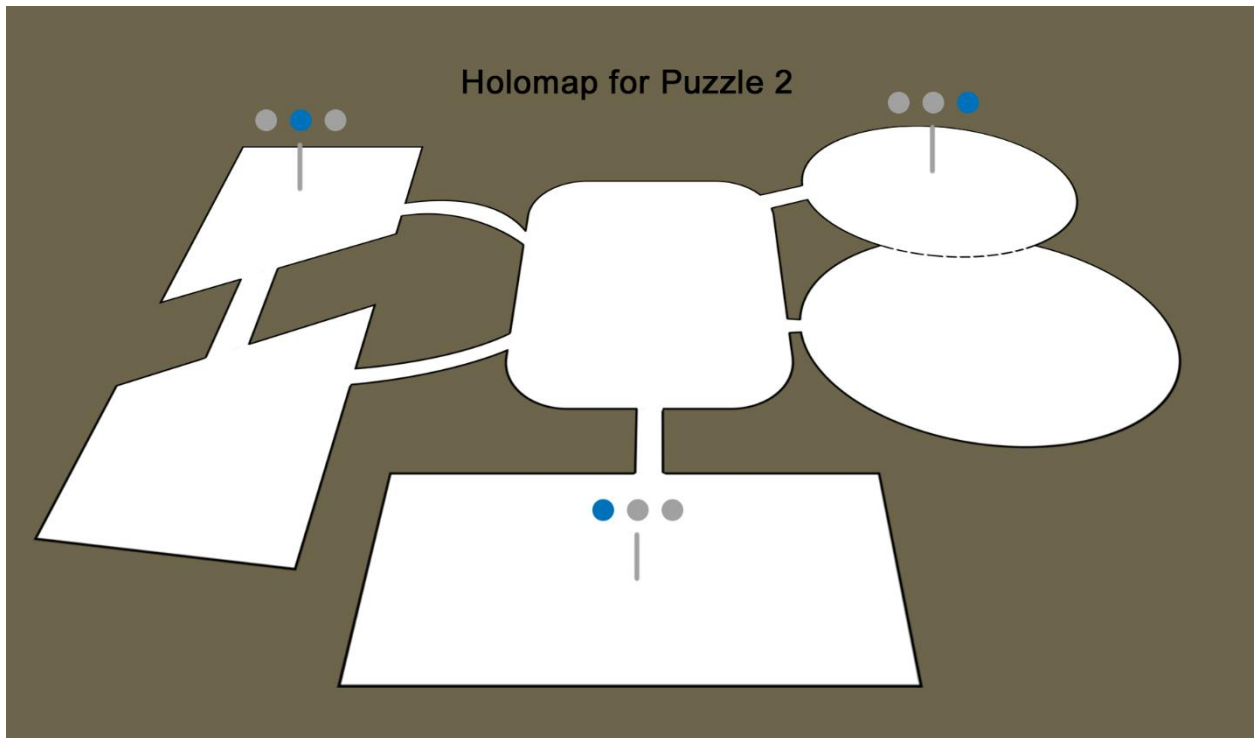
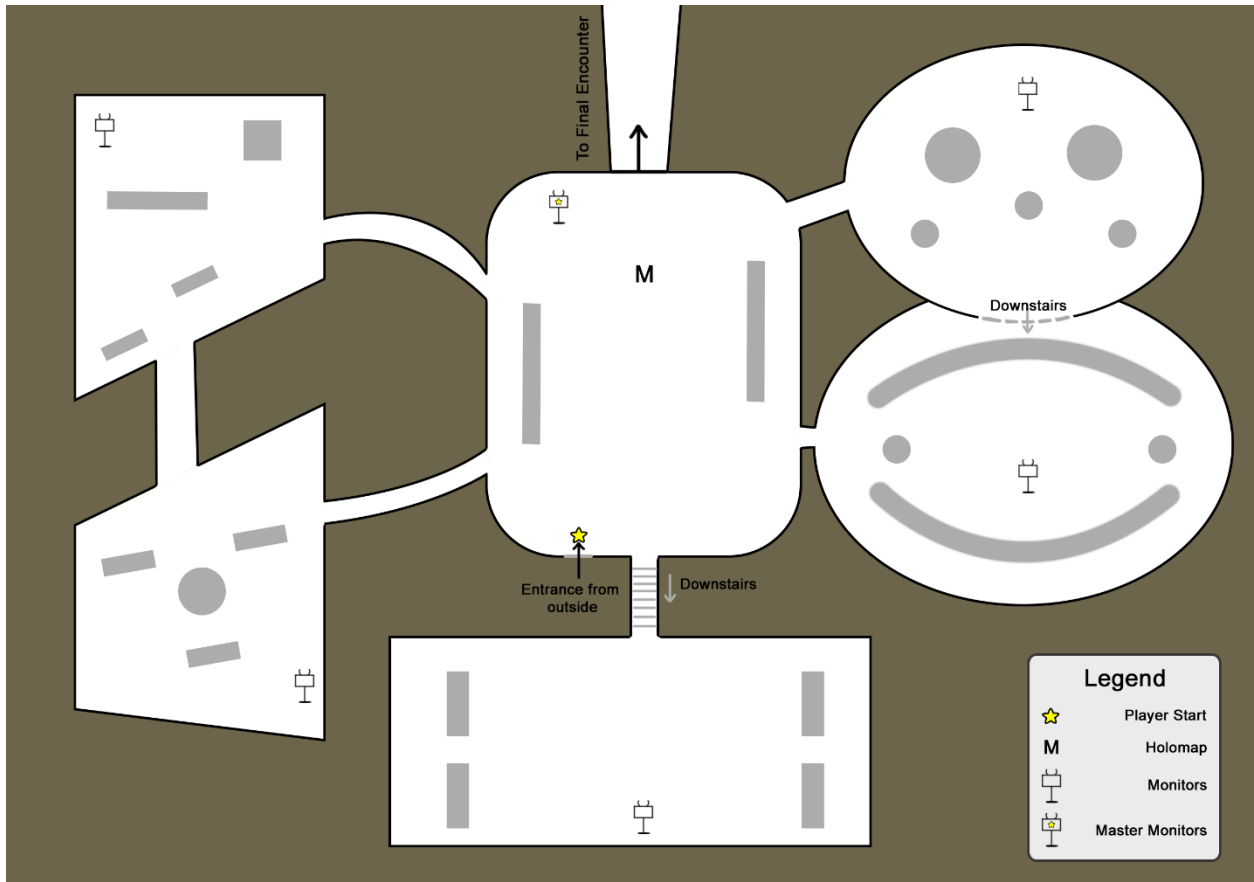
Objective: Unlock the locked door to the inner Throne room of the Ketch

Mechanics: Finding correct order and combination of symbols to unlock the way forward

The final room before the final boss room has a locked door that needs to be unlocked to progress forward. In this room is a similar set of three monitor screens with Fallen symbols on them. Unlike previous rooms where only one monitor can be destroyed, all monitors can be interacted with to change the symbol that appears on screen. The fireteam must find the correct combination of symbols in the other nearby rooms to progress forward.



In the center of this room is a holographic map of the area nearby, showing all the rooms that the team can enter. On the map, rooms with symbols inside of them will glow green. Rooms with symbols inside of them will have enemies, while other rooms will be empty. Symbol type and order and active rooms are random. Every room has three monitors inside them on the walls. Once the wave inside the rooms is killed, a symbol will appear on one of the monitors in the room, representing the symbol and order on the monitor for the main room. Guardians can return to the main room and input the correct code to progress forward.



Encounter 3: Defeat Shavix, Archon Priest

Setting: Inside the Ketch, teleporting between multiple rooms: Throne, Garage, Storage, and Engineering

Objective: Chase the Archon Priest around the Ketch and defeat her

Mechanics: Using both the Fallen Symbol and Scorch Cannon mechanics from previous encounters to defeat the boss

The encounter is started inside of the Throne room where the Kell resides. Shavix is immune via Servitors that roam the arena, and roams around the area as a constant hazard to the fireteam. Inside each room are Scorch Cannons that are locked behind Arc Walls, with monitors mounted on the walls nearby. Portions of the floor are covered in arc as well, making them dangerous as they deal damage to the fireteam. The doorways to the rooms are locked or covered in arc walls, locking the fireteam in one room at a time.

Waves of enemies will spawn for the Guardians to defeat. Each room has specialized enemy types in them.

- **Throne Room:** Marauders
- **Engineering:** Captains
- **Storage:** Sniper Vandals
- **Garage:** Repeater Shanks and Heavy Shanks

In each room, Shavix will have a different type of weapon and attack pattern as well, making each room slightly different.

- **Throne Room:** Shavix wields a Scorch Cannon that can be overcharged to leave pools of fire on the ground that burns and deals damage over time.
Engineering: Shavix will field a fast-firing Shock Rifle whose shots can build up on a target to cause a burst of arc damage. She will teleport more often in this room and be more agile and aggressive.
- **Storage:** Shavix wields a large Void Cannon that can suppress the Guardians when hit. She will be more sluggish in her movement in this room and will stomp more frequently.
- **Garage:** Shavix wields a Queenbreaker Bow that will blind the Guardians on hit. She will tend to keep her distance here, preferring to take higher ground and avoid close combat.

After a few waves, a special Vandal will spawn in a wave that drops a buff for the fireteam, allowing them to see which monitor to destroy by highlighting the correct symbol. This buff lasts a few seconds. The unique Vandal has a few new abilities:

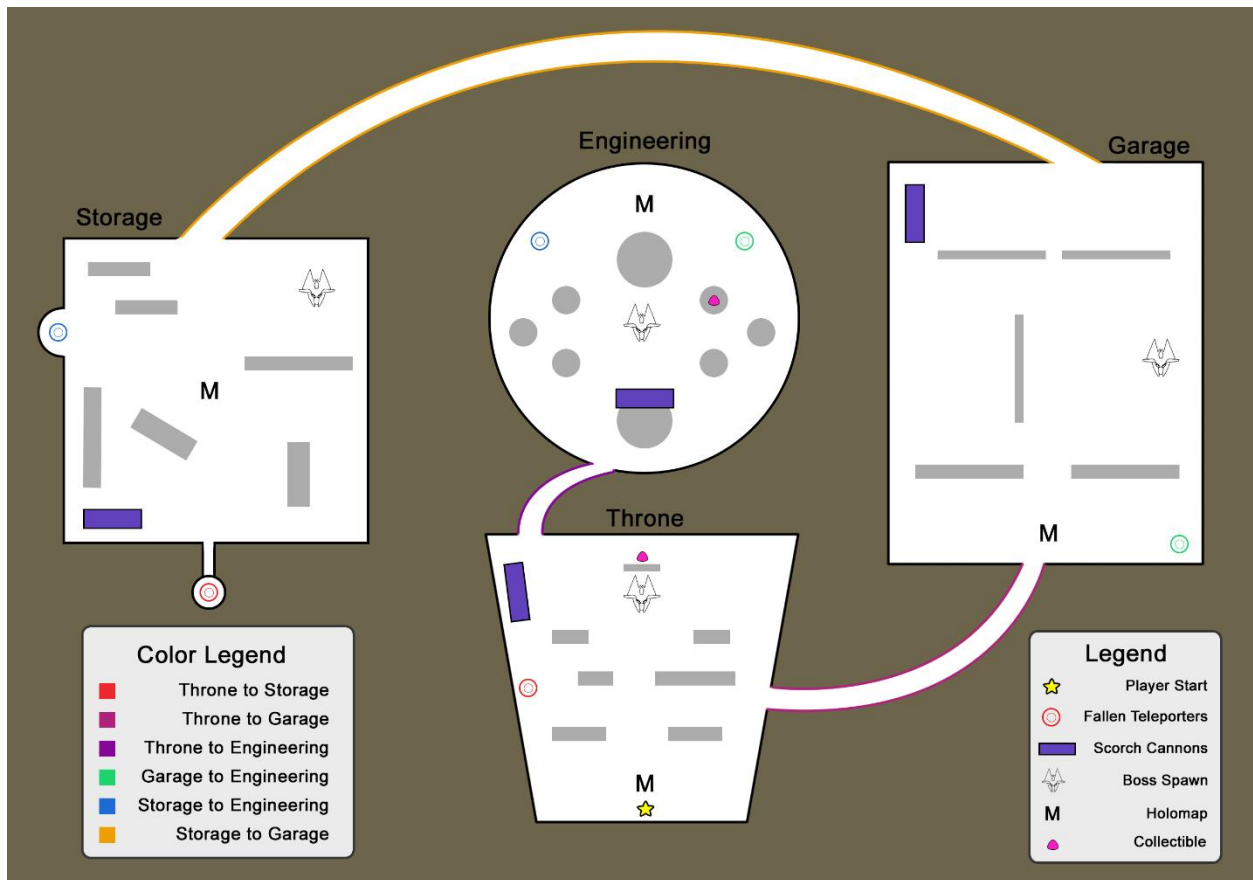
- This Vandal can create holographic copies of itself. Destroying the copies will do no damage to the main Vandal but will be replaced after a short time if the original is not destroyed. Destroying the main Vandal will destroy all clones.
- This Vandal has a blinding weapon allowing it to send out its copies more easily.

- Upon death this Vandal will drop a buff that is able to be picked up to gain the Truesight needed to see the correct symbols. This is able to be picked up by every member of the fireteam.

When the correct monitor is destroyed, the arc field protecting the Scorch Cannons and the electrocuted floor panels will disappear. Destroying the wrong monitor will cause additional enemy waves to spawn. Guardians can now destroy the Servitors in the arena with the cannon. When both Servitors are destroyed, Shavix is no longer immune and the DPS phase can begin.

The phase is short, only lasting 10 seconds. The boss will shoot at the fireteam then attempt to teleport away after their immune shield is broken. If the fireteam can deal enough damage to the Kell, they will be stunned and stay in the room for 7 more seconds. After this, the boss will teleport away.

The pathways to the other doors will unlock as well. Inside every room is a holographic map of the various connected rooms. When Shavix teleports way, one of the other rooms will light up green, indicating the power in the Ketch is being routed there and that is where the boss has teleported to. Rooms can either be teleported to or walked to depending on where the fireteam is located. Continue this cycle until the fireteam defeats Shavix.



Rewards and Achievements

End Activity Rewards

Loot Table		
1st Encounter	2nd Encounter	3rd Encounter
Arms	Boots	Class Item
Chest	Helmet	Submachine Gun
Pulse Rifle	Rocket Launcher	Sniper Rifle
Grenade Launcher	Machine Gun	

Pulse Rifle

Damage Type: [Stasis](#)

Frame: Lightweight Frame – Superb handling. Move faster with this weapon equipped.

Possible Perks: Rapid Hit, Frenzy, Kill Clip, Zen Moment, Thresh

Grenade Launcher

Damage Type: [Arc](#)

Frame: Wave Frame – One-shot handheld Grenade Launcher. Projectiles release a wave of energy when they contact the ground.

Possible Perks: Chain Reaction, Auto-Loading Holster, Shield Disorient, Disruption Break

Machine Gun

Damage Type: [Arc](#)

Frame: Rapid-Fire Frame – Deeper ammo reserves. Slightly faster reload when magazine is empty.

Possible Perks: Frenzy, Vorpal, Dragonfly, Subsistence, Threat Detector, Auto-Loading Holster

Sniper Rifle

Damage Type: [Stasis](#)

Frame: Rapid-Fire Frame – Deeper ammo reserves. Slightly faster reload when magazine is empty.

Possible Perks: Lead from Gold, Dragonfly, Quickdraw, Opening Shot, Elemental Capacitor

Rocket Launcher

Damage Type: [Stasis](#)

Frame: Precision Frame – This weapon fires a small auto-tracking missile. Missiles lock onto targets when aimed.

Possible Perks: Cluster Bomb, Chain Reaction, Lasting Impression, Ambitious Assassin

Submachine Gun

Damage Type: [Void](#)

Frame: Lightweight Frame – Superb handling. Move faster when this weapon equipped.

Possible Perks: Dynamic Sway Reduction, Rangefinder, Disruption Break, Rampage

Solo and Solo Flawless Rewards

As with other dungeons, Sunfall will have achievements for Guardians who complete it without a fireteam: **solo** and **solo flawless**. Solo flawless rewards an **emblem**, while a solo completion will award a **shader**.

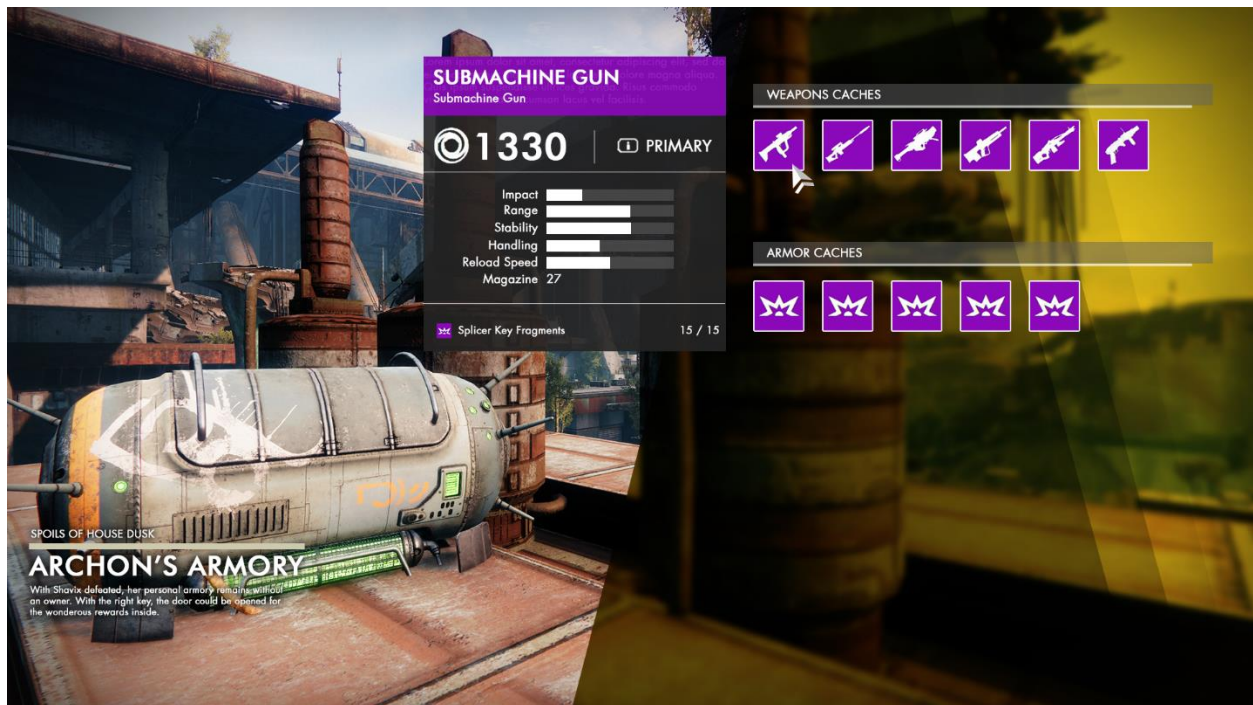
Legendary Difficulty

A harder difficulty, **Legendary**, can be unlocked for a more difficult challenge, with tougher and more agile enemies, an increase in power level, and more time sensitive mechanics. If a fireteam completes the Legendary version of this activity, **ornaments** can be earned for weapons and armor pieces. One ornament at random can be unlocked per week, once per character.

Archon's Armory

Once players have defeated Shavix, a door will open to the treasure room inside of the Ketch, where the Dusk Splicers keep many of their technology scavenged throughout the galaxy and a locked personal armory cache of Shavix. The final dungeon chest is next to this armory. However, players can interact with this armory and earn additional rewards.

Throughout the dungeon, alongside legendary weapon and armor rewards, players will receive redeemable tokens similar to Spoils from Raids. These are called **Splicer Key Fragments**.



Each encounter gives **5 fragments**. When players reach the armory at the end of the dungeon, they can choose to re-purchase a weapon or armor piece already received for **15 Splicer Key Fragments**. 5 Key Fragments can also be earned once per character per week from **secret chests** hidden in throughout the dungeon. These fragments can be earned on every run of the dungeon. While the first completion does not give fragments, on subsequent runs players can earn fragments to unlock a new weapon or armor piece.

Collectibles

Scattered throughout the dungeon are **collectible** pieces of Fallen technology that can be acquired as the fireteam make their way to defeat Shavix. There are **10** total throughout the dungeon. Once all 10 are obtained, a triumph will complete with a reward of a unique **Exotic Ship**.

Locations:

1. *Encounter 1* – In the pile of destroyed Fallen Walkers in the final room, between the legs.
2. *Encounter 1* – In the sniper perch in area C
3. *Puzzle 1* – At the end of the far-right path
4. *Puzzle 1* – A special set of enemies in the top left area can be killed with a Pike to unlock a chest that contains one collectable
5. *Encounter 2* – In the middle of three Fallen containers in the very back of the room
6. *Puzzle 2* – On the deck of the Ketch before going inside
7. *Puzzle 2* – Can be summoned from the main room. A notification stating a Servitor has spawned will appear in the bottom right, and it guards this collectible. However, it is immune and must be killed with a Scorch Cannon. Find the Hidden Scorch Cannon cache in the basement level and kill it to unlock the chest it guards and retrieve the collectible.
8. *Puzzle 2* – Under the stairs in the two cylindrical rooms on the right side of the map
9. *Encounter 3* – Behind the throne in the Throne Room
10. *Encounter 3* – In the Engineering Room. After turning off the electric power where the Scorch Cannons are kept, one of the tubes that is broken that normally has electricity running through will also be turned off. The tube can be entered and climbed, and the collectible will be inside.