

Chapter 1 : Chidi Okonkwo (Author of Destiny Series; The Ned-Genesis 1)

Chidi Okonkwo is the author of Destiny Series; The Ned-Genesis 1 (avg rating, 1 rating, 0 reviews, published), Decolonization Agonistics in Pos.

For instance, rather than players being able to communicate with all other players in the game or on a particular server – as is the case in many conventional MMO games – Destiny includes on-the-fly matchmaking that allows players to communicate only with other players with whom they are "matched" by the game. A social space on Mercury was added with the House of Wolves expansion, but requires players to go undefeated in the Trials of Osiris Crucible mode in order to access it. Quests, including the "main scenario" quest line, are specific tasks given to the player by non-player characters which reward items and EXP. Completing main scenario quests progresses the overarching plot of the game. Destiny features three character classes. Each class has their own specific upgrades, perks, special abilities, and two sub-classes that allow the player to finely tune their individual characters to provide a different play style. After choosing a class, players select one of three species for their character: Human, Awoken bluish-gray-skinned descendants of Humans, or Exo humanoid machines. They can then customize their character, such as changing its gender or skin color. Players can create two more characters to have a character of each class. The Taken King added a third sub-class for each class, but requires the purchase of the DLC to access the new sub-classes. Its Solar-based "Gunslinger" sub-class tree includes stat boosts that award accurate play, a throwing knife attack, the ability to upgrade to a triple jump, and the "Golden Gun" super, a very powerful, flaming magnum with a base magazine of three shots. The Arc-based "Bladedancer" sub-class has a heavier focus on close combat, offering an extended-range "Blink Strike", and an "Arc Blade" super which allows the player to quickly dart between and kill enemies with a temporary invisibility option. Its super in the "Voidwalker" sub-class, "Nova Bomb", is an explosively powerful sphere of Void energy capable of being thrown in different ways. Its "Sunsinger" sub-class features abilities based around the Solar element, with the "Radiance" super allowing the player to temporarily improve their statistics, or revive themselves if killed. Its Void-based "Defender" sub-class offers the ability to generate a shield with its "Ward of Dawn" super. The shield can also provide temporary stat bonuses to other players that step within it. This equipment can be gained through a variety of sources, including "strikes", raids, and in-game events. Prior to The Taken King, all legendary and exotic armor, and some rare, contained an attribute called Light. Once players reached level 20, they no longer earned experience to level up; EXP earned after level 20 went towards upgrading weapons and armor, and creating Motes of Light, an in-game currency. Players could only go beyond level 20 by obtaining armor with Light, and these levels were referred to as Light levels. A higher character level allows for better equipment to be equipped. A higher Light level improves damage output and defense. There are several different classes of weapons that are categorized as either a primary, special secondary, or heavy weapon. Several weapons have an elemental damage type. There is Arc blue, Solar orange, and Void purple. The original maximum attack damage for legendary and exotic weapons was 1000. Because of the change to the Light level system, The Taken King numerically changed weapons of damage to 1000, but with no loss in damage output damage of Year 1 equals damage of Year 2. Each piece of armor increases overall defense. In addition to earning gear from loot drops by playing missions and other activities, players can purchase gear from faction vendors. Players also earn reputation with other vendors, such as the Vanguard and Crucible, by doing playlists or bounties for that vendor, which also have their own set of legendary items. PvE story missions can be played either solo or as part of a "fireteam" of up to three players. Initially, although there was an order to the story missions, they could be played in any order as more missions became available. The questing system introduced in House of Wolves and refined in The Taken King requires story missions to be played in order due to quest step progression. Every day, a random story mission is featured as the Daily Heroic Story Mission, featuring bonus rewards. Each playable area offers an open world "Patrol" mode, where players can travel freely around the area and perform small tasks gathered from beacons, and they can collect materials that are used for upgrading weapons and armor. Players travel around the areas on foot or with their vehicles called Sparrows very similar

to the speeder bikes of Star Wars. Public events happen periodically and any player in the same location can participate. These location-specific events include eliminating a target, defeating incoming waves of enemies, and defending a Warsat a crashed satellite. Game modifiers can be positive or negative for the player. Raids are advanced cooperative missions designed to be played by a team of six players – the only PvE game type that allows more than three players in a fireteam. Raids culminate with the elimination of a major boss that relates to the story. From social spaces the Tower on Earth, the Vestian Outpost added with House of Wolves, and the Iron Temple added with Rise of Iron , players can redeem "engrams" into items, buy items, and collect challenges known as bounties to complete during activities to earn experience, build their reputation among factions, and sometimes earn items. The Crucible, which can have a maximum of twelve players depending on game type, contains playlists of PvP modes, including "Control", "Clash", "Rumble", and "Skirmish". Control is six-versus-six where teams try to capture and maintain control of zones. Clash is a classic six-versus-six team deathmatch. Rumble is a six-player free-for-all deathmatch. Skirmish is a three-versus-three deathmatch where players can revive allies. As of September , players who do not own The Taken King or Rise of Iron expansions only have access to three-versus-three and six-versus-six Crucible playlists on previous maps with assorted modes, and no longer have access to playlists for individual modes. The periodic events Iron Banner and Trials of Osiris are offered, which disable balancing. These events have their own set of bounties and allows players the chance to earn exclusive items. Iron Banner became available shortly after the launch of Destiny and originally only used the Control game mode; with the release of Rise of Iron, it rotates between Control, Clash, Rift, and Supremacy. It is available during the last week of each month. It is available every weekend from Friday until the weekly reset on Tuesday. Players who go undefeated in this mode gain access to an exclusive social space on Mercury called The Lighthouse. Private matches allow players to set up their own custom matches. Customization options include game mode, map, score and time limits, enabling Light level, and time of day. Players can choose the number of players for the match, including beginning a match by themselves. The only known survivors of the Collapse are those living on Earth , who were saved by "the Traveler", a white, spherical celestial body whose appearance centuries before had enabled humans to reach the stars. The Traveler now hovers above the last safe city on Earth, simply called The Last City, which is surrounded by a massive Wall, and its presence allows the Guardians – the defenders of the City – the ability to wield an unknown power, only referred to as "Light". The player takes on the role of a Guardian, and is tasked with reviving the Traveler while investigating and destroying alien threats before humanity is completely wiped out. Throughout the game, players have to combat aggressive aliens who have occupied the Solar System. Just like the Light for the Guardians, the Darkness lends powers to these alien threats. There are five separate races in the game, each occupying different planets. The Fallen are an insectoid race of nomadic pirates who scavenge ruined settlements on Earth, the Moon, and Venus for resources. The Vex are semi-organic androids who are attempting to seize control of Venus and Mars by turning them into their machines, which they have already done to Mercury. The Cabal are a military-industrial empire of gigantic amphibians who have established massive fortifications on Mars. The Taken, a new race introduced in The Taken King, are corrupted versions of regular enemies, who infest areas on every planet. They are found on Earth in a zone outside of the Wall called the Plaguelands. Every race utilizes different tactics and weapons in combat. The Fallen possess cloaking and short-range teleportation technologies to increase their mobility. The Hive use superior numbers to overwhelm their opponents in close quarters while more elite units attack from a distance. The Vex utilize hard-light shields and teleport units of infantry into the battlefield en-masse. The Cabal rely on heavy armor, ballistic shields, and jump packs to combat players. The Taken, in addition to all the other races specialties, use high mobility and plenty of long-range attacks to out-manuever the player. The Devil Splicers use multiple, unpredictable, lightning-like shots to surprise the player and hit them even while strafing. All of these races are hostile towards each other with the exception of the Hive and the Taken , as they can often be observed attacking one another in-game for territorial dominance. In-game, Ghost is about the size of a softball. In addition to the playable Guardians, Destiny has many non-playable characters NPCs that aid the Guardians either in story missions, or by selling gear, weapons, or materials. Ghost then guides the Guardian to a jump ship and they take it to the Tower. There, they meet the Speaker, who briefs them

about the Darkness. The Guardian is then tasked to probe the nearby Cosmodrome, where humanity used to launch its forays into outer space, fending off Fallen enemies and eventually the Hive, who were thought to have been confined to the Moon. The Guardian discovers that an old Russian Warmind called Rasputin, an AI built to defend Earth, is still alive and acting with unknown intent. The Guardian also tracks down codes to raise an ancient Array to connect it to long-lost colonies throughout the Solar System, and finds that Rasputin is controlling the Array. They then set off to the Moon in search of a lost Guardian who was looking for a way into the Hive fortress. The Guardian quickly sets about disrupting their efforts, including shutting down a ritual that the Hive were using to drain power from the Traveler, destroying a powerful weapon called the Sword of Crota, [c] and severing their long-distance communications. Around this time, the Guardian is contacted by the Exo Stranger, a mysterious woman who summons them to Venus to face a new enemy, the Vex. When the Guardian arrives on Venus, the Exo Stranger describes the Vex as an evil so dark it despises other evil. She tells them about the Black Garden, a city where the Vex are born, and implores the Guardian to find it and rip out its heart, as it is the only way the Traveler will begin to heal. The Exo Stranger then leaves as she did not have time to explain things further. The Guardian travels back to Venus, where they uncover the Archive, which reveals secrets about the Vex, including the location of a place called the Vault of Glass, and pathways across the galaxy. The Cabal have been trying to break the encryption on the Vex Gate with only limited success, but they do control many of the places that the Guardian needs to visit on Mars thanks to their Exclusion Zone, which nobody had ever penetrated. They also travel to the Buried City, the birthplace of many technological wonders where they discover an AI that used to be linked to the Warmind of Mars, but is now controlled by Rasputin. With the Vex now present on Mars, the Guardian finds out what they are doing; they are returning to their home, the Black Garden. The Guardian then sets off to the Black Garden. After going through a teleporter, they find themselves in a place that is not on any map of known space and time. After several battles, the Guardian reaches the heart of the Black Garden, which the Vex appear to be worshiping. After defeating the three Sol Progeny, the heart is destroyed, returning the Guardian to Mars and lifting the shroud of Darkness from the Traveler back on Earth. At the Tower, the Speaker addresses gathered Guardians in a celebratory speech.

Chapter 2 : Destiny (video game) - Wikipedia

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Chapter 4 : Destiny 7 (TV Series) - IMDb

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Chapter 5 : Can Destiny 2 Forsaken Compete With the AAA Fall Releases? - IGN Video

Books by Chidi Okonkwo, The Ned-Genesis 3 (Destiny Series), The Ned-Genesis 1 (Destiny Series), The Ned-Genesis 2 (Destiny Series), Destiny, Alpha, Volume 1, The Ned-Genesis 4 (Destiny Series), Decolonization Agonistics In Postcolonial Fiction.

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Chapter 8 : Destiny 2 (Video Game) - IMDb

Chidi Obioma Ahanotu was born October 11, in Modesto, California and is a former American football defensive end in the NFL.

Chapter 9 : A Game of Thrones: Genesis - Wikipedia

The Vampire Destiny Series Volume One: Books by Alexandra Anthony. Â· 47 Ratings Â· 6 Reviews Â· published Â· 1 edition.