

Destiny: Light Wings

A **spinoff** of Bungie's Destiny franchise.

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Executive Summary:

Destiny: Light Wings is a third person flight game set in the Destiny Universe outside the mainstream mythos. Fighting against Cabal and Fallen as they war over a Pyramid and the dark secrets within, a lightbearer must ally with neutral parties in order to keep their enemies from securing a foothold against them.

Summary:

While on patrol on the edges of the Solar System, a pair of Guardians, Dakkar and Hitomi, receive a distress signal from a group of neutral colonists who have established their home on the distant moon of Oberon. Upon arriving at the location, they are ambushed by members of the Cabal vying for control of the moon and the derelict Pyramid that crashed there. Upon driving back the ambushing squads, the colonists reach out to the Guardian and have them drive off a Cabal Warship with the help of a hijacked Cruiser, the *Sylvester*, captained by A'tren, an Elikzni colonist working to defend his home.

The Colonists send the Guardians to investigate a Fallen Syndicate's new base while the *Sylvester* defends the colony. Hitomi instructs Dakkar to destroy the base and defeat the two Barons defending it. A third Baron sues for mercy from the Guardians by providing them the location of the Syndicate boss. The Guardians take out the boss and return to the *Sylvester*.

Dakkar disrupts an argument between Hitomi and She'ren, A'tren's Quartermaster which ends with Hitomi being benched aboard the ship due to her past with the Cabal. A'tren accompanies Dakkar on his next mission to disrupt the Cabal's operation at their main base. After infiltrating the base, the two discover a dormant Pyramid buried under Oberon's surface which is being studied by the Cabal. The rouge legion's Valus is revealed as little more than a

mad dog after constant exposure to the Darkness the Pyramid emanates. Upon noticing their enemies, the Valus and his two Bracus' attack Dakkar and A'tren. In the subsequent battle, the Valus is slain and the Pyramid begins to reawaken.

The Pyramid unleashes its weakened powers and earthquakes begin to tear at Oberon while Dakkar returns to the Sylvester. The decision is made to evacuate the colony as She'ren and A'tren discover that Cabal scientists discovered a way to pierce the Pyramid's defenses. They retrofit Dakkar's weapons to allow it to damage the Pyramid. Hitomi reconciles with She'ren and puts her past to rest in order to work alongside the Cabal Quartermaster before joining Dakkar in battle.

The Final Battle begins over the ruins of the Cabal base. With the Sylvester as support, Dakkar and Hitomi attacks the Pyramid and the Scales it produces. Dakkar's Ghost is infected by the Darkness and attempts to sway Dakkar and Hitomi to its side but the two resist long enough to punch through the Pyramid's armor and destroy its core. Slain, but not completely dead, the Pyramid taunts the two Guardians before it falls back into the crevice that was its prison.

The group return to the Sylvester where the Colonists decide to return to Earth in order to establish a new colony just outside the Last City's reach, thus maintaining their independence and their neutrality.

Additional story: (Unlocked upon the completion of all time challenges in the game)

After the group returns to their defense of the colony, the colony representative aboard the Sylvester brings the Guardian's attention to a portal to the south of the colony leading into the Realm of the Nine. The Guardian is challenged by the Nine with a pair of Darkness enhanced Cabal Warships and rewards them with a mixed shard of Light and Dark that empowers their own vessel with enhanced armor and weapons.

Factions:

Independent Colonists (Allies):

- Dakkar Nemo: Guardian dispatched to Oberon to hunt down Fallen Syndicate Boss.
- Hitomi Sato: Human Female Guardian (Lightless). Lost Ghost to Cabal and holds intense hatred for them. Serves as Dakkar's advisor/sensor station from the ship.
- A'tren: Eliksni with a Servitor. Pilot of his hijacked Cabal Battleship and leader of his crew of mixed Cabal and Eliksni.
- She'ren (Male): Cabal Quartermaster loyal to A'tren after deserting his post with the Red Legion. Butts heads with Hitomi whenever they interact.
- Jay Ten: Awoken Representative of the independent colony of Oberon. Has some connections with The Nine who serve as benefactors to the colony.



(Cabal Legionary and Mithrax, the Forsaken for reference for She'ren and A'tren, respectively.)

Fallen Syndicate (Enemy):

-Boss: Ma'at, Kell-Boss of the Void. Self-proclaimed rival of The Spider. Looks to make Oberon into his new base of operations.



(Destiny 2 antagonist Siviks, Lost to None, and the Spider and his Associates, left and right respectively for reference.)

Disavowed Legion:

-Valus Vohr: Power hungry, justifies his choice to go rogue by hunting powerful artifacts in order to be recognized by his people as ruler of the Cabal and reclaimer of Torobatl.



(Destiny 2 antagonists Bracus Zahn and Thumos, the Unbroken, left and right respectively, for reference on enemy commander designs.)

Gameplay Summary:

The primary method of gameplay in *Destiny: Light Wings* is the piloting of Dakkar's jumpship *The Shell* in combat against Cabal and Fallen ships from a third person point of view. While *The Shell* has the standard flight systems of continuous flight forward, it also has the ability to hover over free-floating debris and 'harvest' the wreckage through the action button. This allows for *The Shell* to repair itself with the acquired salvage. Additional Salvage can be stockpiled in order to perform repairs mid flight, but will require *The Shell* to hold position and be vulnerable for a few seconds.



(The Radiant Accipiter, a ship from Destiny 2 to serve as a reference for *The Shell*'s general shape)

In addition to the space combat, there is a central hub aboard A'tren's ship, the *Sylvester*, where Dakkar's allies congregate and offer their input on the story. This area is explored via a first person view and allows players to interact with A'tren's crew and Dakkar's other allies.



(Cabal Cruiser Render from Bungie press kit)



(Screenshot from Destiny 2 'Unbroken' Mission. Cruiser bridge.)

Gameplay Structure:

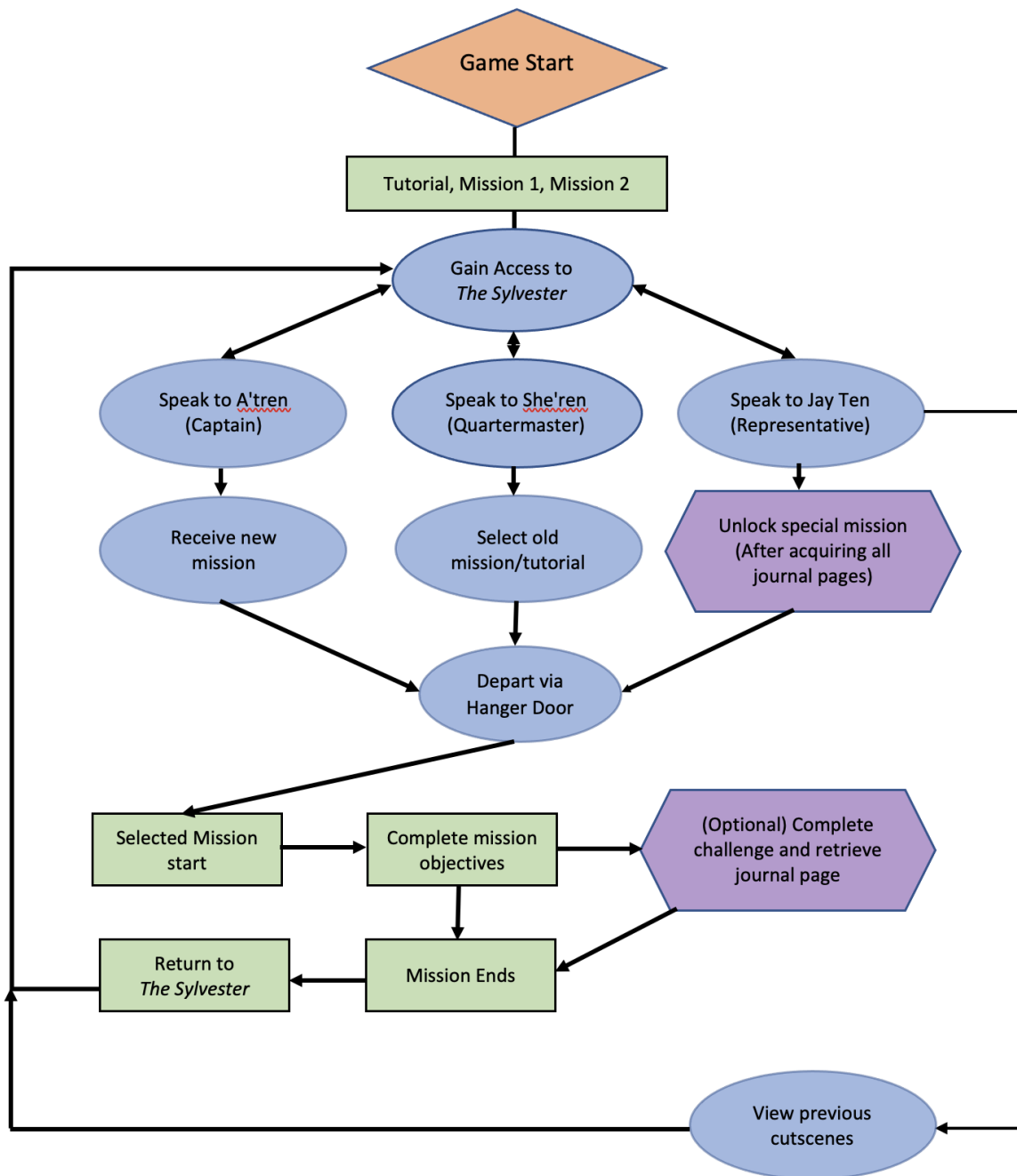
The Shell is initially armed with a pair of automatic cannons capable of light attacks. As the story progresses, the ship is equipped with better armor and both a heavy laser capable of damaging capital ships and a missile pod used against swarms of light craft, reminiscent of the missile pod from Halo: Reach. At the end of missions, *The Shell* is equipped with a new upgrade and a tutorial mission to allow players to gain experience with their new equipment.

After completing the introduction missions, *The Sylvester's Bridge* becomes the hub of the game moving forward. Here the player is able to interact with the characters and gather details on the next mission. Tutorial missions on new weapons and abilities are available on board as well through the Quartermaster after accomplishing conversations between levels. Missions are launched from the exit door.

Level Breakdown:

The level design of each part of Light Wings story is fairly consistent with the main combat portions revolving around *The Shell* having to engage mobs of enemy ships in air. There are occasionally levels that require stealth and position holding/area capture.

Gameplay Loop



Enemy Units:

Cabal:

Threshers:

Light Cabal Units. Deployed in swarms. Main attacks are light gun attacks.



(Thresher as seen in Destiny 2)

Harvester:

Heavy Unit. Attacks with Light attacks and Heavy Missiles. Slow/stationary unit. Behaves similarly to Phantom Gunboats from Halo: Reach.



(Harvester as seen in Destiny 2)

Warship:

Boss unit. Objectives attached to hull allowing for players to target and destroy.



(Cabal Warship as seen in Destiny)

Fallen:

Skiff:

Light unit. Fires Arc Rounds that deal medium level damage to ships.



(Fallen Skiff as seen in Destiny 2)

Ketch:

Fallen Boss Unit. Has multiple turrets to defend itself and marked weak spots to destroy it.



(Fallen Ketch as seen in Destiny 2)

Pyramids:

Scale:

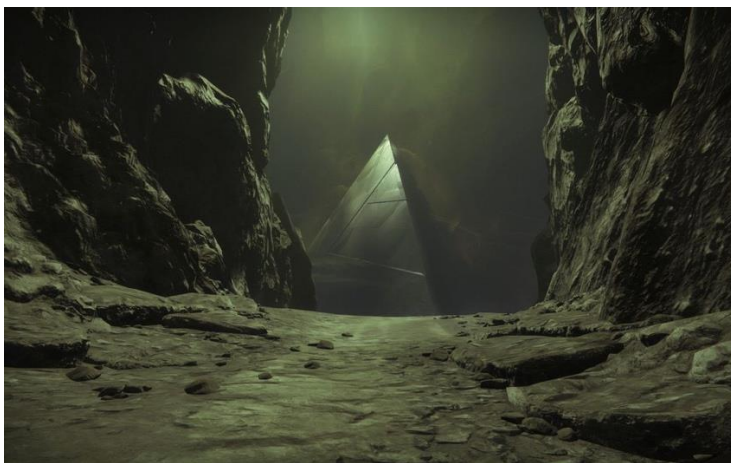
Small Darkness ships that project a slowing/damaging field around themselves. Prevents close combat.



(A Pyramid Scale as seen in Destiny 2: Season of Arrival)

Pyramid:

The Final Boss of Destiny: Light Wings. Deploys capturing fields that severely damage if successful in their deployment. Due to it's weakened powers from remaining dormant on Oberon, it's abilities slowly increase as the fight progresses.



(The Pyramid beneath the Earth's Moon as seen in Destiny 2: Shadowkeep)

Physics Layout:

While Light Wings takes place primarily inside Oberon's gravity, *The Shell* operates much like other jumpships in Destiny, achieving mid-air standby positions easily. Ergo, the planets gravity has no effect on gameplay.

Challenges:

Throughout the missions, there are small time challenges that force the player into completing quick encounters through an obstacle course. Each is highlighted with an indicator displaying it's status as an optional objective and offers a journal entry of a mysterious colonist in contact with the Nine. Upon collecting all journal entries, the Guardian is presented with a new level where new armor and weapons are available.

Locations:

Oberon Approach: Oberon's orbit is clouded with asteroids and enemy patrols. As Dakkar and his ship first approach the moon, they have to fight their way to the surface through groups of Cabal and Fallen.

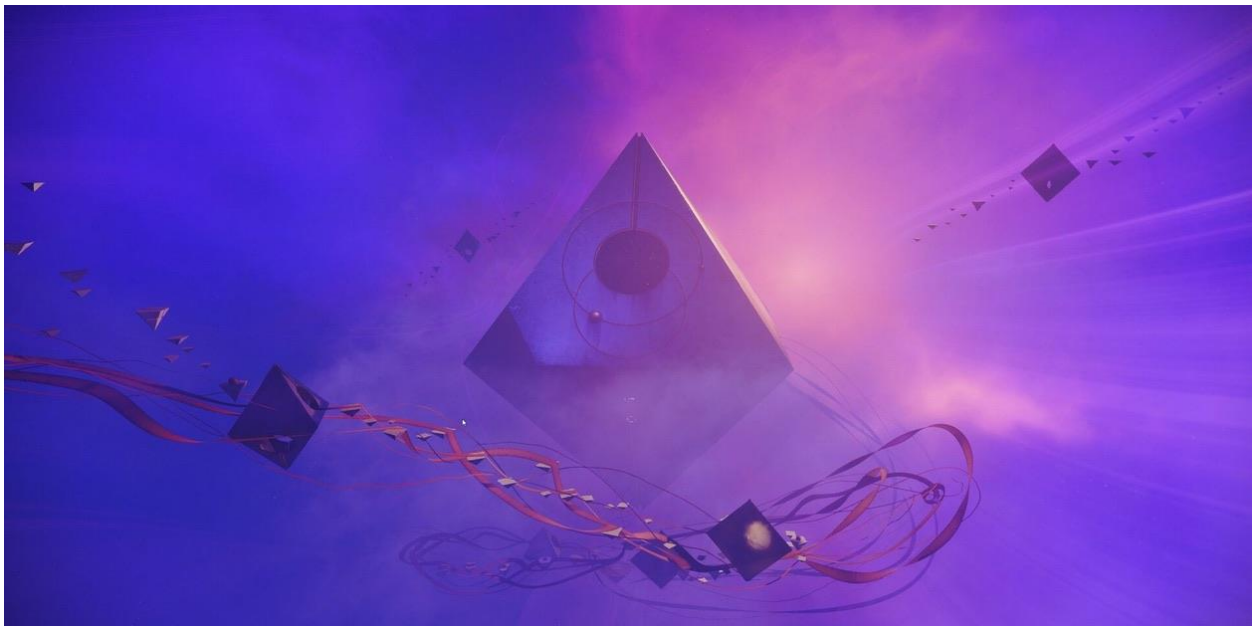


(Introductory Cutscene from Halo: Reach for reference for Oberon Orbit.)

The Sylvester: The main hub of the game and A'tren's captured Cabal ship. Taking place primarily in the ship's bridge, the only other accessible location within the ship is the hanger where *The Shell* docks. Houses the majority of the friendly NPCs in the game. (See Gameplay Summary for reference photos)

Mommur Chasma: The main location of the game where a Pyramid of Darkness lies derelict. Several Cabal strongholds and Fallen Dens have sprouted up around the rim of the Chasma, allowing for multiple different combat scenarios and story encounters.

Realm of the Nine: A location filled with the stark white and deep dark architecture of the mysterious group that they use to commune with Nemo and his allies.



(The Realm of the Nine as seen in Destiny 2's Prophecy dungeon)

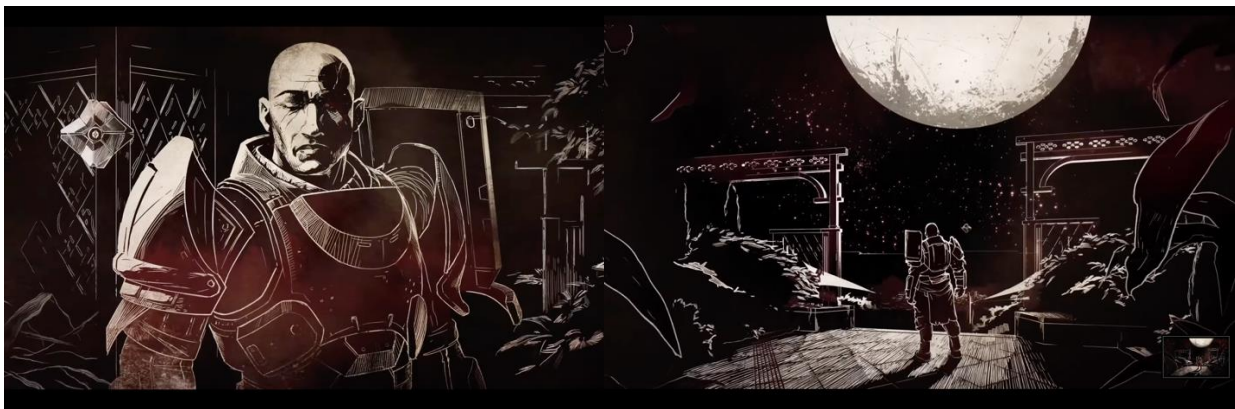
Cinematics:

Destiny, Light Wings primarily uses third person cinematics to convey the story of both Nemo's allies and their enemies in both the Cabal and Fallen groups. Nemo will only be seen with his helmet on while aboard the *Sylvester* and abroad.



(Side by Side shots of *Destiny 2 Season of the Chosen* cutscene for reference)

Additional filler cutscenes will be done in a drawn, single image presentation style as an indicator of past activities (i.e. the Red War, Europa, etc).



(A side by side display of a *Destiny 2 Season of the Chosen* cutscene as reference.)