
NOSISM'S DESTINY 2 IMPROVEMENT LIST

We all want Destiny 2 to be great. Here is a list I have curated on improvements Bungie should focus their time and energy on. I want this to be a perfect game and I want to contribute my thinking and organization to make this easier for Bungie.



***Updated v.2.0 Here:**

https://docs.google.com/document/d/1aJb3Kub9kqpio_uNx8is8QoaohriYt0UN2Y57PdPjxw/edit

A major Rewrite and update on 12/17 to take into account the incredible progress made recently by Bungie. Updated here:

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Please suggest edits to my grammar, wording & ideas =>

1. Game Design: Progression, Rewards & Customization

A major problem with Destiny 2 is that after you obtain the initial loot you want, there is little meaningful progression or reward for continued play.

Playing for fun is great, but part of the RPG genre is **continuing to be rewarded for time played.**



Revisiting the Basics of Grind & Prestige

<p>The Light Cap</p>	<p>Playing challenging activities should offer reward. For Destiny 2's launch, the light cap should have been 320. Loot above 300 would then only drop from: raid & prestige raid, nightfall, prestige nightfall, trials, exotic engrams, and Iron Banner completion. This is pretty much the exact system used towards the end of Destiny 1-- and it worked. I was shocked when hard mode raid did not come with a light level increase.</p> <p>The light level grind is the simplest tool Bungie has to keep players hooked and to encourage them to complete endgame activities rather than just grinding the easiest loot source.</p> <p>To keep high light level requiring endgame from being too punishing for casuals, simply keep the light requirement for most activities at 300-- essentially making levels above 300 exist purely for the sake of prestige. But Prestige matters.</p> <p>While I would personally love light-level enabled in Trials and Iron Banner, a compromise is to have the advantages cap at 300-- not 320, so that PvP/milestone-only players are not disadvantaged after they put the time in to grind to 300.</p> <p>(Nitpick: After reaching the Corrupted Shard, change the in-game "Power" to "Light".)</p>
<p>Loot from Prestigious Activities is Given Away For Free</p> <p>As of December 5th,</p>	<p>I like that when I go flawless in Trials, my casual clanmates get a reward. But it also eliminates the incentive for casual players to ever get into Destiny 2's endgame. It also makes my Prospector no cooler than a Uriel's Gift, since everyone gets a free piece of loot each week in a larger clan.</p> <p>Some of my friends who I got into Destiny 2 for the PvP have never even tried Trials-- because they already got all the good guns from clan engrams. Some former Destiny 1 raiders got Sins of the Past from the clan engam and then never bothered to try The Leviathan.</p>

ornaments help with this problem. Will it be enough?

If this system is to remain, then the loot rewarded to clan members should, in some way, be of lower quality than when you earn it yourself. This could be an alternate appearance, being locked to a less aesthetic shader, or having a different name (Scavenged Prosecutor).

Chasing God Rolls & Rare Modifications

Towards the end of its life, Destiny 1 had become a lite version of a game like Diablo 3. This was fun and addictive, but Bungie worried about its affect on casual players. As Mastercraft weapons do not have random roles, a system for adding *some* random roll weapons is still needed.



New Loot Tier:

Chaotic

Random Rolls and unique models.

Hell, it was difficult explaining to my less nerdy friends how to get a good Grasp of Malok to roll face in PvP. I understand why Bungie made this change. But Destiny 2 has gone too far in the other direction. As a compromise, **add a very rare tier of gear that unlike legendary and exotic weapons, has random rolls.**

This way, the game does not become too confusing, as most weapons will have set rolls-- but this new type of weapon rolls randomly. This could be a rare source of loot that high level players chase, particularly if given a cool, unique appearance.



For example, a white 450 rpm auto rifle with a model similar to Suros Regime. It could drop with any of the perks currently available on 450 RPM auto rifles. My God-roll would be Jiangshi's scope, a close range scope, high caliber rounds and tap the trigger. I would feel rewarded by continuing to play even when fully maxed out, knowing this elusive gun was out there. This would pair nicely with strike-specific loot as well.

As of December 5th, I removed a section suggesting chaotic versions of raid and trials weapons-- as the Masterwork version provides incentive to chase these set rolls. I still think a rare, grindable tier of loot--not necessarily better or worse than other weapons-- should exist.

Check out this amazing example of how random rolls could look in D2:

https://www.reddit.com/r/DestinyTheGame/comments/7n5fpl/concept_for_bringing_random_perks_back_to_destiny/

Expanding Modifications:

Rare, powerful modifications should be a drop from endgame activities and even just regular grinding. For example, the Raid could offer "Chance to Spawn Orb on Cabal Precision Kill" as a weapon mod, for example. Many mods should be able to be installed into an item-- with the goal of chasing the best pvp-exclusive and raid-exclusive mods available. Be sure to let us salvage them from gear when this happens. By the end of Destiny 2, I want my gloves to have a mod from a raid from every race that gives me a bonus when fighting them.

Additionally, consider powerful PVE exclusive mods to increase the power fantasy of players.

For example, a rare, PVE-exclusive primary weapon mod could be “25/50/75% chance to return ammo to clip on precision hit”. A rare PVE-exclusive energy mod could be Firefly.

As far as possible, ensure that mods are not merely stat modifications-- mods that alter the physical appearance of the weapon or feel of it, in a way that is congruous with its stat effect-- will make the game world feel more real.

Paragon & Mastery (Legendary) Levels

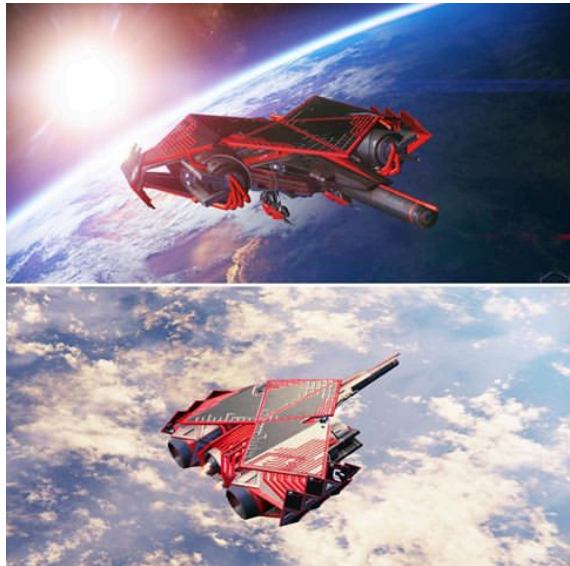
<p>Your Character Should Grow With Time Invested</p>	<p>The game already tracks our Legendary level. Right now, it is only used to slow down the rate at which we earn bright engrams. =/</p> <p>There should be ways to grind out small improvements to characters, subclasses, and accounts.</p> <p>At its most basic, look at Starcraft 2s co-op commander mastery system. It ties absolutely <i>tiny</i> bonuses to huge amounts of grinding. These bonuses are miniscule-- but it keeps players grinding.</p> <p>Imagine getting a 0.05 percent chance per level for the explosion from your Dawnblade Scorch melee to cause a chaining explosion on each enemy kills.. While this would virtually never happen, I sure as hell would grind for it.</p> <p>This type of mastery system is basically here to hold the hands of no-life players and say “It’s okay, you’re not wasting your time, look at how this borderline meaningless number is going up”!</p> <p>Please help me out with a little number that goes up because I want to no-life your game. (If you wanted to be devious, each season could offer different mastery options for each subclass, with encore seasons allowing players to go back and get stuff they missed).</p>
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Repairing The Token Slot Machine


<p>Tokens should be used to buy specific pieces, not to gamble.</p>	<p style="text-align: center;">Fixed on Dec. 12th</p> <p>Each reset, every vendor in the game should offer two items for sale from their stock that can be purchased for 50 tokens each.</p> <p>As per your design decisions, you could also include legendary shards in the purchase price. I think something like 50 legendary tokens 50 legendary shards would feel right.</p> <p>In-Depth Post (100+ upvotes): https://www.reddit.com/r/DestinyTheGame/comments/76djkw/tokens_is_a_simple_problem_to_solve_each_vendor/</p>
<p>Add a layer of backstory and immersion by changing tokens to a valued resource for each planet.</p>	<p>Beyond that, replace “tokens” with a differently named Icon that enhances immersion. Everyone hates tokens and you need to transition to a new system ASAP.</p> <p style="text-align: center;">IN PLACE OF GENERIC TOKENS, ADD SOME STORY AND IMMERSION TO THE LOOT:</p> <p>Earth: "Lost Supplies". Return these to help refugees at the farm. ==> People at the farm get happier and better dressed citizens as you rank up. Rank 25: a new vendor offers gear for purchase at The Farm. Rank 50: Hawthorne offers you an additional clan engram each week as thanks. Rank 100: Louis sometimes flies overhead, leading you to loot chests. These loot chests have bonus loot.</p> <p>Titan: "Power Cores", keep the reactors running. ==> Rank 25: increased resilience and movement speed on Titan. Rank 50: Power armor: Increased movement and reload speed after looting a power core or killing a powerful enemy on Titan. Rank 100: Your Kinetic weapons have a small chance to gain explosive rounds and dragonfly while power armor is active.</p>

	<p>Nessus: "Code Fragments", stolen over the centuries from the Exodus Black, maybe enough of these will help Failsafe gain additional function. Rank 25=Failsafe deploys nanobots to boost your recovery when damaged, once every 60 seconds. Rank 50: Failsafe's nanobots deploy a healing rift when your shields are depleted, once every 5 minutes.</p> <p>Io: "Stolen Light": all forces on Io are trying to absorb the last of the traveler's light. Protect this light. ==> Rank 25= faster ability cooldowns while on Io, reduced fall damage. Rank 50: Supercharged: while your super is fully charged on Io, gain increased rate of fire. Rank 100: Ability kills on Io cause the target to explode in a burst of the traveler's light.</p> <p>In depth post on topic (800 upvotes): https://www.reddit.com/r/DestinyTheGame/comments/79aigf/destiny_needs_a_layer_of_bs/</p>
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Endgame Should (Rarely) Reward Exclusive Ships, Sparrows & Emotes

<p>End-Game activities need cosmetic rewards.</p>	<p>Ships, sparrows, shaders, even emotes should never be exclusive to the \$\$ pay store. They should drop rarely from end-game activities like the Raid.</p> <p>You could make these very rare and elusive-- as they are not required for gameplay.</p> <p>This adds a ton of replayability for players-- which keeps them in the game, potentially using your Eververse store.</p> <p>If you really want to be devious with money-making, you could make Eververse the exclusive source of color sparrow trails or even ship jets. That way, even players who get the best PVE drops still want something from your \$\$ store.</p>	
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Ghosts Should Get Ornaments & Modifications

<p>Players should get one Ghost-shells are unlocked as ornaments and modifications can gain a huge variety of rewards.</p>	<p>Make all of the available ghost perks now drops as mods, and all of the available skins drop as ornaments. That way, our ghost becomes a source of customization.</p> <p>Mods could drop at a variety of power levels, having us chase the 12% Titan Bonus XP to replace out 10% Titan bonus XP-- but also allowing us to build a Ghost that gives us all the bonuses we want.</p> <p>Also, bring back Ghot Ghost.</p>	
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Improvements to Shaders & Aesthetic Options

<p>Using a Shader Unlocks it Permanently</p>	<p>Shaders are treated as ornaments, and permanently unlock on that selected item and all future versions of that item.</p>
<p>Additional Exotic Armor Ornaments</p>	<p>It's awful when the armor that goes with your build looks ugly to you. For me, I hate the look of Mask of the Quiet One to the point that I never use it.</p> <p>Consider doing this for the most popular or unique visually (mostly helmets and chests).</p>
<p>Character Customization</p>	<p>Players should customize their character's body type and appearances significantly more.</p> <p>Body type should be an option when creating a character. Within reason, these new body types would include options such as scaling down the arms of a male titan, allowing more muscular male warlocks, and other common player requests.</p> <p>Add re-customization and additional options in future DLC.</p>
<p>Many armor and weapon appearances are lost as they only appear as blues and greens.</p>	<p>Every single armor and weapon model in the game should have a legendary version. Consider tying these to strikes or other unrewarding aspects of the game.</p> <p>I want my Cuboid AR as a legendary! Did you know the blue Cupbearer rocket launcher looks a lot like Gjallahorn with the raid shader?</p>
<p>Custom animations and moves as a reward/function of Everse.</p>	<p>*Pending rewrite to be less whimsical in nature. Real issue is that stuff like opening doors is just by holding down a button-- not a visible, animated action in the game. In the Bracuss Zahn strike... the guardian can't reach a hand down and pull a lever to open doors?</p> <p>How did the makers of Halo not include assassination and other cool animations, especially for PVE? I'd love to rip a Vex Goblins head off. Destiny has amazing gunplay, but a lack of first-person animations reduces the physicality of Destiny compared to other shooters. Few have described Destiny as "visceral".</p> <p>Some animation examples:</p> <ul style="list-style-type: none"> • Animations for assassinations of all enemies as kills from behind. Different depending on class, specialization, equipped weapons. • Animations for mining and harvesting. Give us some cool technological harvesting device. • Animations for opening/closing doors, interacting with computers, etc. Very lazy to just have the ghost do everything. We should be punching in some codes, using our hands to rip something off a wall, etc—it reminds us that we are more than a floating gun. • Should there be water? Should a Guardian ever have to swim? Another basic feature that adds to the physicality of the universe. (Heavily armored Titans may need to use their boosters) This may come into play when the moon Europa is added. • When a patrol mission or the equivalent requires, some bodies will be lootable, with animations. For example, ripping something out of a vex's chest. Seeing a variety of actions occur in the world reduces the sense of repetition. <p>In terms of player animations, Destiny needs to frequently remind players that their character exists and is more than a floating gun. Right now, we can just shoot and dunk. We are guardians... not NBA players.</p>

Use Story & Immersion as a Reward

Iron Banner in Destiny 1 actually felt like a real contest; in Destiny 2, it is a token grind.

Factions don't feel real. I don't really believe I've gained reputation with them.

Look back at Destiny 1s Iron Banner. It made sense. You ranked up with the faction, received gear as a reward and, upon Rank 5, got even more loot. By the end, you even spoke to Efrideet!

Even though in some ways the new system is more rewarding and has fewer limits on loot, players like it less. Part of that is that **the old Iron Banner actually built up the power fantasy of becoming an Iron Lord.** (Quick Idea: What if Iron Banner felt more like a tournament? After 5 full matches of Clash, you would get matchmade into a rumble match, with 1st, 2nd, and 3rd place earning a bunch of bonus medallions?)

This needs to be expanded to all parts of Destiny. Ambient dialogue should match player accomplishments. Grinding a faction should actually make you feel like your standing has increased.



Subclass Customization Made It Feel Like *Your* Guardian

Subclass customization and perks should return

We all understand that Bungie wanted us to have unique play styles to choose from with each subclass.

However, this is not successful enough to warrant a removal of customization. For example, I desperately want Ionic Blink on a bottom tree Stormcaller.

Consider bundling a few perks together in the name of balance (For example, Double Pulse Grenades being bound to shoulder charge, if you want to avoid a double grenade, melee healing OP PVE Striker Titan), but let us select overall from the tree. But the majority of the tree should be selectable.

Players Should Work For Powerful Exotic Loot

Most exotics are just handed to us, without gameplay; make us earn a fully upgraded exotic.

Solution: **Exotic Precursors:**

***While this section has generated little discussion, I think it would potentially do the most to add gameplay and reason to play with potentially the least work.**

Players love for exotics to feel earned, special, etc. The best memories are stuff like the Vex Mythoclast or the Exotic Swords. **What if every exotic were like that?**

Let's imagine a different version of Sunshot: From the quest on Titan, or as a random drop, you get a legendary hand cannon with a yellow outline called "Embershot."

It doesn't look as cool as Sunshot. It doesn't glow, maybe it looks a little old and ragged. It has a custom model, but it's a basic version of the cooler exotic.

Instead of an awesome firefly explosion, it would default to having dragonfly and stats on par with a regular hand cannon of its archetype.

By completing fire themed (subclass kills) and weapon-themed challenges, the gun could upgrade to exotic. **A system like this has already been used for the exotic swords.**

Once exotic, you could toggle it back to the precursor, allowing you to use a legendary weapon that feels similar to your beloved exotic, minus the perks that make it OP. In Destiny, the best unique models, animations, and play styles are exotics-- and they end up somewhat wasted by the fact we can only use one at a time. **This essentially adds a ton of bespoke legendaries to the game.**

A player who has mastered Sunshot's recoil pattern will experiment with more guns if they can use the legendary precursor version alongside another exotic.

Some exotics, obviously, are too unusual and would not be able to have a precursor. I can't picture a legendary version of Legend of Acrius. But some would translate nicely. This could give players a lot of reasons to play different activities and motivation to keep logging in in order to level up their exotics.

What about people who already have exotics?

When doing an update like this, players with the exotic weapon could complete the same grind in reverse to unlock the precursor.

Thread:

https://www.reddit.com/r/DestinyTheGame/comments/7etu6u/exotic_precursors_a_fun_future_for_exotic_weapons/



I have fun playing Destiny 2 PvP, events, even patrols. Strikes are almost there. **With improvements to the reward systems, we could keep playing what we already have--** but with incentive and reward.

2. PVE: A Large, Living Open World

While the open world of Destiny 2 improved in some ways over Destiny 1, it is still lacking in reward, variety, and immersion. **PVE activities should begin and end spontaneously**--without having to think and choose from the director, and with whatever players happen to be around.



MAKE THE WORLDS FEEL BIG AGAIN

Public Events Should Scale, Flexibly Group Players who Participate, and offer follow-up activities.

This way, you can just keep playing once you've set down on a planet.

What you're about to read is going to make you realize what is missing from Destiny 2's open world and blow your mind. =)

Imagine you are doing the Cabal Lander event in the Rupture on Io. There are six players with you, and you're all very strong: so the event scales up. A Cabal Tank sieges the position; when you dispatch it, it drops bonus loot.

After completing the event, you receive an updated Public Event message: **"Travel into Terrabase Charon to Eliminate Cabal Command"**.

All 6 other players who did the public event also received the message. Fast travel is now locked unless you abandon the event, like when you have a patrol.

You all race towards the Firebase in the next zone on your sparrows, you are funneled into the same instance, not losing each other. **The game has flexibly grouped you with these players so you don't end up alone.**



As a large group, you fight through waves of tough enemies until you reach a boss even stronger than from the Public Event, and with a higher chance at great loot. From there? Maybe you do a new event or patrols in this new zone. Maybe you keep playing in the open world, with adventures and other stuff to do until the next event pops.

This experience would make the open world of Destiny feel real. It would have us ride sparrows through the world as fast as we could with other players to take on powerful enemies. Essentially, you would complete a short Strike-like activity with the players you randomly encounter in the open world.

This needs to be a reality. We need to have a reason to race towards enemies and fight in big battles alongside other guardians in the open world-- more than just repeating the same public events over and over. Organic gameplay-- flowing from action to action.

An even simpler version could send your group into a nearby Lost Sector where more powerful enemies await. Campaign mission gameplay could also be reused. Groups could be dynamically grouped and, from the open world, begin strikes with additional players.

Removing Tedium From Patrols & Farming

Patrols are tedious; streamline them and remove burdens.

At the very least: allow us to fast travel with a patrol, and allow us to complete patrols in the lost sectors of a zone in addition to the overworld area.

This problem also applies to adventures to a smaller extent-- if you want us to treat adventures like genuinely repeatable content, let us enter and exit them without locking us down, and let us complete patrols and challenges while in them.

Other improvements:

Patrol icons changed to ones that are more intuitive or that have text explanations. Patrols acquired faster. Fireteam members **must** be able to fast travel while you have a patrol.

Upon completing a patrol, your next Lost Sector has a stacking 5/10/15% better chance to drop legendary or exotic loot.

Patrols are no longer tied to a specific region and do not limit fast travel. I would say let them get completed during adventures or missions, but I can see how that may be difficult to program.

Majors of a particular species always have a chance to drop the requisite item. For example, the mission asks you to kill 6 dregs, killing a yellow captain fulfills the requirement.

VIP missions that send you into Lost Sectors returned. Additional yellow enemies added. these would increase the reward for the lost sector and make it easier for some players to find them.

I understand this takes away some of the "Lost" element, but they show up on the map as it is.

Unique icon added for each planetary material, not shared by patrol icons. Like seriously, do you guys not have an icon guy?

**Chest/
Planetary
Material
Farming
Solution
Through Story**

***As of Dec 5th or 12th, this should be improved if not completely fixed. The solution here is still a bit more elegant.**

Reduce the farming limit on planetary resources-- I don't even pick them up anymore. Then, upon hitting the farming cap on chests, a message appears:

*****The enemy has increased their security.*****

Chests become red when opened instead of glowing white; you receive no loot. The message appears:

*****The enemy has emptied this cache. Punish them.*****

Alternatively, have opening the red chest spawn a powerful yellow enemy-- killing them gives the chest's loot.



After completing an activity like a public event or patrol, a message appears:

*****Enemy security overloaded.*****

This doesn't explain why we fail to harvest materials, but it still helps to smooth over this gameplay issue with some story logic.

Alternatively, remove farming caps, but I understand the need to combat bots.

Adding Exploration, Adventure & Balance of Rewards

<p>Adventures are great content, skipped over in favor of grinding public events.</p>	<p>I still haven't completed all my adventures.</p> <p>Adventures should reward a scout report for that planet upon completion. Additionally, something like free treasure maps, Ikora/Zavala tokens, legendary shards-- something to get players to focus on completing these before turning to senseless grinding.</p> <p>They're great missions that don't have a clear incentive as to why we should play them.</p> <p>Not being able to grab patrols or transmat while on an adventure makes them feel more "locked in" than they need to.</p> <p>I would personally remove adventures from the map. Instead, these would be randomly awarded to players playing on a planet-- when completing them, they should be very rewarding. I would also make adventures something that unlocked for everyone on a map at the same time-- and kept them flexibly grouped as they progressed through it.</p>
<p>Promise of encountering NPCs and outposts on planets was largely misleading marketing. One NPC per planet is a bit of a farce.</p>	<p>At least some planets, perhaps DLC planets, should have larger towns akin to other social spaces and to the Farm. It seems like Mercury is headed in the right direction.</p> <p>These outposts may be under attack by enemies as part of events.</p> <p>NPCs have weapons and fight back.</p> <p>Look at most MMOs, particularly Guild Wars 2, for how to do this well.</p> <p>Ambient dialogue, etc, added to characters. Additional characters can be quest givers beyond the one per planet.</p> <p>NPCs could move around planet.</p> <p>Post on Topic (800 upvotes): https://www.reddit.com/r/DestinyTheGame/comments/79aigf/destiny_needs_a_layer_of_bs/</p>
<p>More Incentive to Explore</p>	<p>There is so little reason to explore right now. Really anything will do-- dead ghosts, SIVA clusters-- give us something. Perhaps tie this to adventures and lost sectors. Where are the secrets?</p>
<p>Planets are sterile and lack animal life.</p>	<p>Requested this for Destiny 1. Cabal dogs were added and nothing else. C'mon, let's get more animals added to the game.</p> <p>In a perfect world, some planets would have its own unique "creature" factions that had interactions with players and NPCs.</p> <p>There is some lore appropriate debate about this.</p> <p>A DLC planet with CREATURES as the primary enemy, with the existing humanoid enemies just as overwhelmed by them as us-- that would be awesome.</p>
<p>After playing PvP, a player is abandoned to play any PVE</p>	<p>So that at least one activity can be played as a four player group, four player open world.</p> <p>Strikes would have made sense too, but it may be too late for that in terms of design and balance.</p>

activity. Sucks to be that player, sucks to do it to someone.

If a Prison of Elders type game is coming in the next DLC, please make it four player instead of three.

3. PVE: The Big Fix

The Big Fix:

How to bring back the fun, power, and variety of Destiny 1's primary, special, heavy gameplay-- for PVE only. I do personally enjoy the current PvP balance setup more.

I racked my brain over this and couldn't come up with a solution that didn't feel hamfisted for three months. Part of me felt like we would have to wait for Destiny 3...

But I got it.

A second Power Weapon Slot that is PVE only. You may not equip two power weapons of the same type at the same time.

This way, we can run stuff like Fusion Rifle and Rocket Launcher if we want the Destiny 1 feel... or shotgun sniper... or new combinations, like fusion & shotgun or sword & rocket launcher.

Obviously balance would need to be tweaked-- heavy ammo split between the two slots equally on drop, PVE difficulty increased, etc.

BUT PVE WOULD BE FUN AGAIN.

I DID IT GUYS!

And we could keep PvP balance exactly as-is. There's even room for it in the UI since armor takes up more space. And it would seem intuitive to new players-- two slots for regular weapons, two slots for power weapons-- *oh yeah one is banned for PvP cuz that would be crazy, all right cool cool.*

https://www.reddit.com/r/DestinyTheGame/comments/7iu6zc/the_biggest_change_to_fix_destiny_2s_pve/

Strikes

Edit: This whole section needs to be updated for heroic strikes... I'm having way more fun with them now.

<p>Regular Nightfall is easy, but tedious to find a group</p>	<p>Let us match-make. Please. Sometimes you just want to play some Destiny without hopping on an LFG website.</p>
<p>Default Strikes are not rewarding enough and often feel tedious with high HP bosses.</p>	<p>If you wipe on a regular strike boss, it is more punishing than wiping on the nightfall. Consider if that is intentional, and think of how it affects new players trying their first strike. With the launch of heroic strikes, I'd consider making regular strikes no-wipe, darkness-free zones.</p> <p>In terms of reward issues:</p> <p>Strike bonus streak returns.</p> <p>Strike specific loot. As a start, consider legendary versions of current blue armor. (This would tie in nicely with the random-rolls tier of weapons between legendary and exotic).</p> <p>Bosses have too much HP without burns and for uncoordinated play with randoms. Reduce boss health by 30%, add the 30% back, before burns, for Nightfall and Heroic difficulty.</p> <p>Consider increasing XP and glimmer gain, as right now, I would always do public events over Strikes. This is too bad as dungeons/Strikes are usually designed to be fun when repeating, with dialogue, story, and unique set pieces.</p> <p>Consider, when players fail the Nightfall timer, letting them finish up the Strike for SOME loot without it counting as the actual Nightfall.</p>

Losing Secondary Weapons Made Strikes Slower and Bosses Die Too Slowly

<p>Strike bosses are tedious, with teleporting phases and high health.</p>	<p>Unless there is a favorable nightfall modifier, Strikes are not as fun in Destiny 1.</p> <p>Will you fix this with cool new exotics, modifications, or power creep?</p> <p>I'm sure you have debated this a lot internally-- maybe find a way to bring back an exotic secondary sniper for those of us who just want to snipe at a Boss's head to feel skilled and deal high damage?</p> <p>Even a Black Spindle-esque heavy would help with PVE grind a lot without being OP in PvP.</p>
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Raids (WIP):

<p>The Leviathan has too much coordination and too little shooting</p>	<p>The raid should test the player's skill that they have practiced in all other PVE content. Stuff like shooting, using supers and class abilities, matching elemental shields, and killing enemies.</p> <p>This raid is virtually 100% coordination until Calus. This means that it is not fun to teach to new players, because they have to learn the raid 100% perfectly in order for the group to progress. It also means that skillful players don't feel rewarded.</p> <p>For example, in the Dogs fight, instead of pretty much auto-losing when spotted-- actually powerful adds could have attacked.</p> <p>Now that raid lairs have been revealed, part of me feels like this raid was overly themed to one aspect and that the net raid will focus on boss fights.</p> <p>Raid lair fixes this... great job!</p>
<p>Needing 6 players to be perfect is unnecessary</p>	<p>Vault of Glass remains everyone's favorite raid.</p> <p>It was also the only one where you could have four of your players being told "shoot stuff".</p> <p>People like to feel like a hero and use the relic or perform badass actions-- they also like to fight overwhelming enemies in cool situations.</p> <p>King's Fall, similarly, let a few awesome players do the coolest, most demanding jobs. Being the badass who could carry a raid group was part of the reward for getting good at Destiny. Wrath of the Machine hit a nice balance as well.</p>
<p>Not every raid needs to be a work of art that takes a year to design</p>	<p>There could be easier, faster, less rewarding raids. Stuff like Crota, that are glorified large versions of strikes with some cool mechanics.</p> <p>While the next raid lair appears to be headed in that direction, think a little further. I'd love a 6 player Strike playlist that took us through easier, matchmade raids that are little more than strikes with bigger, badder enemies, while still allowing for long, coordinated Odyssey's like King's Fall and The Leviathan.</p>

4. PVP: Balancing The Season 1 Meta (WIP)

The idea of unique seasons of PVP, with few big changes, makes sense. Players practice and grow powerful in a specific style. However, midway through each season should be a **Solstice Patch** that tweaks the existing meta to make a few more weapons and playstyles viable. That way, we get to play a finely balanced version of each meta before the season changes and we get a vastly different one.

Over 3000 upvotes on a post asking for more patches, Bungie:

https://www.reddit.com/r/DestinyTheGame/comments/7dy74x/1_issue_no_real_patches_until_dlc_this_needs_to/?utm_content=title&utm_medium=user&utm_source=reddit&utm_name=frontpage

Heavy ammo fights between allies in PVP sour the atmosphere	Split heavy ammo between guardians the radius of the heavy in the quickplay playlist only. Two players = 1 rocket each. Or 2 shotgun shells, 1 rocket. Etc etc. Or just have the first person on a team to stand near it get tagged so that in the event of closely overlapping uses, the first players gets it.
Pulse Rifles outside of Vigilance Wing and Time Worn Spire are underpowered in PVP and PvE	Larger magazine sizes would help buff them in PVE without changing PVP TTK much, as a first suggested tweak. A slight range increase to many would help make them viable at mid range. Giving Recoil reduction tier 1 across the board for free would help a lot.
Explosive rounds, if available, seem almost mandatory	Rebalance handcannon range and bloom so that explosive rounds are not mandatory.
“Teamshot Meta”; Radar, MIDA, Knucklehead Radar, etc.	Decide how focal you want radar to be to Destiny 2. If radar is non-essential, then consider removing all perks that grant radar 100% of the time. Change these perks to make radar instantly reappear on descoping. (Knucklehead radar could gain the Eye of Another World perk to balance it out, maybe even MIDA too). Less radar = more flanking and one player heroics. Guns with health regen or bonus damage on kill allow players to try to go for multikills. Same with guns that chain lightning or explode enemies. Sunshot does help counter the team shot meta a bit!
Pulse Grenades are by far the best grenade in the game	Outer radius of first hit does 50% of damage, second tick does 75% damage, rest do full damage. Perfect hits still deal full damage at the center of the radius. Perhaps remove one tick from the extended Titan duration.
Dragonfly Perk Radius is too Small	The radius of the explosion on this perk is way too small. Firefly was insane, but Dragonfly needs to be a bit larger. This could have a small impact on the Teamshot meta, along with buffs to Graviton Pulse Rifle.
Buffing other grenades	
Solar grenade: continually grows larger with slightly increasing damage. (Would look very cool visually and buff the underperforming Dawnblade since it's an exclusive grenade)	
Sticky grenades: and most other grenades in PVE: bonus damage in PVE (as a temporary fix). Something like	

~~beginning health regen on stick/Vampirism/health on kill might help them as well.~~

~~Another option is to have sticky grenades slow, blind, or disorient players while attached. For example, the Magnetic grenade could suppress, Fusion Grenade could put disorienting flames across the player's screen, and the arc sticky could stun the player in place.~~

Swords:

Do we balance for lower skill levels? Swords are fine at high levels of player, but beginners get upset dying to them. One suggestion is to have players with a sword always appear on radar.

5. PVP: Enhancing Gameplay & Progression (WIP)

In trying to be so much more than *just* a first person shooter-- Destiny 2 has fallen behind standard features of the genre.

Squad & Commander Systems

(WIP) The player with the highest PvP rank (Secret ELO) should hold the flag at the start of the match.

Unless they decline, they are squad leader.

Squad leader, like in the Battlefield Franchise, can give directions to

1. Attack/defend points,
2. Attack a heavy ammo location
3. Fall back and regroup
4. Take point (Attack aggressively)
5. Cover squad-members
6. Game-mode specific actions

Players are awarded XP for following their squad leader's direction.

Highly skilled players get mad at Destiny matchmaking. It often leaves them pulling off amazing tricks and kills while still losing. But losing isn't what makes them mad-- it's the feeling that they had no control over the outcome. By letting highly skilled players communicate with their teams, they will get a feeling of agency that will make them have more fun, win or lose.

Obviously squad leader has potential in PVE as well. I think it is a system worth developing.

This system would open more potential for ranked play as well as matchmade Trials of the Nine.



Chat Wheel	(WIP) In short, players should have a chat wheel like many multiplayer games. Simple phrases like thank you, attack this point, need health, cover me, etc. Not sure if you still have voice actors around, but this would help make your team actually feel like a team and not just random blueberries.
Improvements & Additions to PvP Daily Challenges	<p>Compare Destiny PvP to other shooters on the market. In other multiplayer shooters, I sneeze and get a popup telling me I have leveled up, that I am a god walking among mortals, and that I have unlocked fourteen things.</p> <p>Destiny needs to compete.</p> <p>PvP needs more challenges each day, in multiple categories. For example, instead of getting kills with one element-- do three elemental bounties. And completing all three makes you ELEMENTAL WARRIOR and grants a guaranteed legendary engram or something. Just like strikes, PvP needs rare exclusive loot-- not just the crucible set, but a second, rare, prestigious set. Maybe even with the same models and names, but cooler skins.</p> <p>Because people hate losing-- and they have to lose 50% of the time in matchmade PvP-- you need to build in systems that makes success in PvP feel very rewarding.</p> <p>Some example challenge categories:</p> <p>Elemental Warrior: (XP Bonus, legendary engram chance to be exotic) Arc Kills, Solar Kills, Void Kills</p> <p>Action Hero (XP Bonus, legendary engram chance to be exotic) -5 headshot kills, 5 Power Weapon Kills, 3 multi kills (Super kills, etc)</p> <p>Team Player (XP Bonus, legendary engram chance to be exotic) -10 assists, 5 revenge skills, 6 orbs supplied (10 class ability usages, etc)</p> <p>Weapon Master: (XP Bonus, legendary engram chance to be exotic) -5 Pulse Rifle Kills -5 Sidearm Kills -5 sniper kills (randomized each day, different for each player so we don't get annoying days where everyone uses the same gun)</p> <p>Players need constant positive feedback and reward for playing PvP. You clearly want players to grind PvP for fun like it's the old days of Halo 2-- but modern shooters reward you constantly for multiplayer. Destiny, ironically, doesn't keep up with other shooters in this regard.</p> <p>Leveling PvP ranks, titles, etc, would help.</p>

Dedicated Servers, Ranks, Matchmaking

Create dedicated servers for pvp & allow custom games.	Players are abusing the peer to peer system with programs to detect connected IP addresses and either DDOS or block them causing tons of issues especially in any high stakes setting like competitive crucible or trials.
This could probably be tied to the clan	The peer to peer system can lead to issues with players with low bandwidth or players who live more than a state away causing hit registration and movement to

<p>system in some way.</p>	<p>lag anywhere from 100 - 1000 ms behind.</p> <p>These issues are being abused more and more every day as more people release programs to expedite the process and make it more accessible for less technically versed players.</p> <p>Although a dedicated server might not solely fix all the issues, it will reduce them as long as it comes with logic to ensure each match has an acceptable ping to the central server.</p>
<p>Match based on ELO /MMR somewhat more than right now</p>	<p>Most would rather have a game not be a stomp than wait an extra 2 minutes when going through an already pretty slow matchmaking process.</p> <p>According to DestinyTracker, out of the last 30 games I've played, 24 were essentially pre decided before they even began (ELO discrepancy of nearly 200 - 300). Games should aim to have a 50/50 shot at either team winning, averaging around the 75 percent range is not a stat that Bungie should be content with.</p>
<p>Create viewable Rankings & Leaderboards with a quantifiable rating of skill</p>	<p>When I open up a match of PvP and get wrecked, I feel terrible. If I knew that I was playing against Diamond league players-- I would feel honored and attempt to live up to the challenge. But Destiny keeps that information secret.</p> <p>As there's no public leaderboard, the community has put together and consistently uses several "trackers" that attempt to guess what your ELO should be.</p> <p>These trackers are used very heavily when attempting to form a group for Trials and can lead to players either looking much better or much worse than what they actually are in bungie's systems.</p> <p>Trackers can also lead to an inaccurate read on the meta causing players who are "data driven" to be massively misled and create an outcry over something that might not be true (as has happened with mobas and hero win rates).</p>
<p>Penalize players who leave PvP matches early</p>	<p>Piggybacking on the previous point, the most popular trackers don't show a penalty for players who leave a game early and the game does nothing to punish those people and prevent the behavior from continuing.</p> <p>This leads to every pick up competitive mode being decided in the first few minutes as players who feel a game is lost will leave to ensure their ELO remains unchanged for the negative and the lack of backfill will mean you're at a 3 to 4 disadvantage for the rest of the game</p> <p>Possibly restricting the time to requeue to an exponentially increasing time or penalizing players by putting them in a leavers queue or disqualifying them from the competitive game modes would all be viable solutions to the issue that other shooters have taken.</p>
<p>Clarion Call</p>	<p>This should never be active during a random week with nothing to do. Next time, bundle Clarion Call with either Iron Banner or Faction Rally so players have something to do with all that extra XP.</p>

PvP Game Modes:

<p>Trials of Osiris matchmaking could be better than random.</p> <p>Matchmaking or Guided Games for Trials.</p>	<p>This has been a problem with variation solutions tried since Destiny 1.</p> <p>There are often not enough players to match based on player card and connection, but the current implementation really struggles to be the best of any world.</p> <p>It is, like the matchmaking for quick play, better for highly skilled players to avoid tediously challenging matches every single game. So don't break this part.</p> <p>I still think that the best option is allowing players to solo queue for trials and be matched with randoms to significantly increase the player base.</p> <p>Or-- trials guided games, or being able to queue in groups of two.</p> <p>This would dramatically increase the player base, allow more options for matchmaking, and let players dip their toes in trials before fully committing.</p> <p>Alternatively, "guided games" for trials or even just default matchmaking. Random trials teams could go only against other random teams for the first four matches, letting them dip their toes in endgame PvP-- and making organized groups have a slightly easier, more accessible time with more options for matchmaking-- but still having to work for the wins at the end.</p> <p>Once more players are playing trials, matchmaking can do a better job.</p>
<p>Combined Playlists even for those without DLC</p>	<p>It seems insane to splinter the matchmaking in half between Vanilla and DLC owners. Leave the matchmaking to one playlist-- and simply don't let Vanilla players get queued for the maps. It changes teams between rounds anyone.</p> <p>Beyond that, letting fireteam members queue for DLC maps as long as the leader has the DLC would offer parity with others series like Battlefield.</p>
<p>Tweak Control</p>	<p>Since Destiny 1, Control has been less intuitive than you think it is. A source of rage is losing more because of your teammates taking bad points than your enemies succeeding.</p> <p>Destiny 1 had the zone control game time, which seemed superior in some ways.</p> <p>Do you want us to defend points? Do you want us roaming in a group of four taking new points every second? It's unclear how this game mode is meant to be played, and as a result it feels unrewarding and somewhat random.</p>
<p>Returning Game Modes</p>	<p>If playlists are that much of a problem, maybe just one third daily or weekly playlist that rotates modes in and out each week. (With its own set of mode-specific challenges beyond quickplay and competitive).</p> <p>Rift, Rumble, even Salvage would be fun for some variety.</p>

6. The Power Fantasy: Adding Skill, Fun, & Balance (WIP)

This section involves the things that build up your characters power: your stats, exotics, and subclasses.

The Mobility Stat:

Walking and strafing slowly is not fun, but players are not going to give up armor and resilience for this.

Consider finding a way to give players more base mobility, and then have additional points in the stat add additional effects such as increased sprint speed or increase accuracy while airborne. Because right now, your game is balanced so that we all want to walk around like turtles.

Exotics:

Armor:

Some of the exotic armors are too niche, focused on something simple like making hand cannons or SMGs minutely better. In Destiny 1, all good exotics had a “**does this and this**”. That made them satisfying. For example, Crest of Alpha Lupi was faster revive *and* more orbs.

One-Use Exotic Boots: Lucky Pants, Peacekeepers, etc	Add a secondary effect. Personally, I would add the increased sprint speed to all of the mediocre exotic boots. Then Dunemarchers and other sprint speed boots could get their own unique effect focused on faster movement-- such as class ability animation speed increase.
Exotics that buff class abilities could also speed up their animations	On Relevant exotics, increase the animation speed of class abilities. (This may feel more necessary on PC than console, as PC gameplay moves so quickly). For example, Crest of Alpha Lupi could additional deploy barriers more quickly and Lunafaction boots could deploy rifts more quickly. Hunter dodge could gain tweaks including distance or the ability to use while airborne.

Weapons:

Keep in mind that most exotics that were great against a boss also had an effect that made them great against mobs-- exotics were versatile.

While some of the guns I focus on may not be the worst in the game-- sometimes it's easier and more practical to make something good like Coldheart **great** than something wonky like Skyburner's Oath worthwhile.

Coldheart:	Great against single target. How about when reaching its maximum damage, it also chills enemies surrounding the target? And upon killing a target, has a chance to release a chilling wave that slows nearby enemies for a few seconds. (10 second cooldown). This would aim to make it PvP viable and PvE desirable.
Graviton Lance:	Add armor-piercing rounds and perhaps even ricochet rounds to enhance the AoE potential of this gun-- a unique niche for a pulse rifle.. Vortex pulls nearby enemies towards it before exploding.
Legend of Acrisus	It's either very powerful.... or hits for nothing. Extend the range at which pellets will hit a target for even a little damage-- becomes very confusing to read if you are aiming correctly when its either a one hit KO or zero damage. In terms of PVE, a perk increasing damage vs cabal seems like the least you could do to encourage me to use this over Sins of the Past or Merciless.

Class Identity & Skill Cap:

Each class should feel fast, fun, and fulfill its power fantasy. Additionally, the game should allow for those big moments that make you feel like a warrior of light... and those big moments that make streamers worth watching.

As time goes on, through balance or exotics, consider making tweaks that increase the skill cap of each subclass, and ensure that all abilities are interesting and rewarding in PVE and PvP.

As I mentioned above, returning to Destiny 1 subclass customization is the best move-- but I will write these suggestions within the current system, with the goal of improving each subclasses options.

Keep in mind these changes are balance-agnostic. I am not trying to buff or nerf-- just to make classes more fun. Obviously tweaks need to be made with overall balance in mind.

Warlock:

Stormcaller:	-Both melees need to have AoE. This defines the stormcaller melee. Stormtrance, without Ionic Blink, is a simple Super with not much gameplay. Make Ionic Blink a baseline trait, increasing the skill cap of Stormtrance. Then, leave the bottom tree as-is-- a Rift focused tree with a cool arc soul. The top tree could gain a new fourth perk that enhances its role as an AoE melee and AoE grenade subclass. Something related to reduced melee and grenade cooldowns to better pair with their AoE perks.
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	<p>Personally, I think the Crown of Tempests' exotic perk would be perfect as the final perk of the top Stormcaller tree. Then, revise Crown of Tempest's with a new perk (something that doesn't overlap with Eye of Another World and Nezarak's Sin.)</p> <p>The lack of blink or an air move really makes Stormcaller feel a little vanilla.</p>
Dawnblade:	<p>My heart tells me that giving both subclasses both air moves would give the class a distinct flavor.</p> <p>Only the bottom tree would get health regen on Phoenix Dive, and the top tree would need a new fourth perk.</p>
Voidwalker:	

Titan:

Striker:	<p>What happened to lightning grenades? Like most grenades, they were nerfed to the point of uselessness. After tuning down pulse grenades, consider slightly reducing the arm time of lightning grenades.</p> <p>Pulse Grenades are blatantly the best choice for any Titan: As a mild nerf for both Strikers and Stormcallers, have the outer radius of first hit do 50% of its current damage, second tick does 75% damage, rest do full damage. Perfect hits still deal full damage at the center of the radius.</p> <p>Perhaps remove one tick from the extended Titan duration.</p>
Sunbreaker	Power Melee damage increased to improve OHKO potential in PVE.

Hunter:

In general, dodge not feeling as worthwhile as the other class abilities is a highly visible issue.

Gunslinger:	<p>I'm sure you already increased six shooter duration.</p> <p>Next, consider that when a Gunslinger is killed before they have fully activated their first shot, they get to keep their super. Now that it has become standard for roaming supers, give Gunslingers a tiny bit more sturdiness. While Destiny 1 Hunter felt OP pretty often, Destiny 2 hunter feels a bit like it has been left behind in a sea of massive buffs.</p>
Arcstrider:	An exotic that gives Blink.
Nightstalker:	Fixed the interaction between Moebius Quiver and Orpheus Rig boots.

7. Technical, Cosmetic, UI Improvements

Problem:	Solution:
Emblems are capped at 84	Obvious bug or oversight.
Reduce Glimmer Cost for Infusing Gear	People like to use their best gear. 1000 glimmer to increase your legendary armor to the light of a blue is a bit steep.
Transmats/Ornaments Taking Mod Space	New category under inventory menu: Cosmetics. This gives more space for mods.
Loading Screen Music	Option to mute it... I boot Destiny up and do other stuff.
Legendary Shards	Additional solutions pending. Converting them to glimmer, tokens—anything—would be nice.
Challenges sometimes hard to read and to find.	Select button shows challenge, always overriding display of other items. These other items can be pushed left to the center of the screen or omitted. Challenges made visible from Director.
It sometimes makes more sense to go to orbit and rejoin a fireteam member than to try to reach them, causing tedious, non-gameplay time to be spent in loading screens.	“Transmat to ally” added as an option when selecting a member of your fireteam through clan or roster. Loads their current zone without you having to leave fireteam and rejoin.
While leveling, engrams cause you to stop playing and urgently head to tower to decrypt. This is tedious. It breaks up teams and forces the action to stop.	A greater percentage of legendary gear drops decrypted on drop rather than needing to go to a cryptarch. Perhaps cryptarchs available on each planet. Alternatively, engrams count towards our currently light... a 290 engram sitting there knows it will turn into 290 boots, and the game levels future loot drops accordingly. That way, we can rest easy with engrams in our bag and keep playing.
Running through the tower is tedious.	Waypoint by Cayde and Ikora.
Transferring weapons is still the most tedious part of Destiny.	Weapon loadout shared between characters upon hitting level 20. Hitting “Right stick” twice locks the item, and then locks it to a specific character, not showing it on other characters. (Yes, I use DIM, but it is a solution to a problem that doesn’t need to exist.)
The vault is a disaster	Complete overhaul. Plenty of posts about this. With set-rolled legendaries, a legendary Kiosk makes sense now.

Release Music of the Spheres	Hell, consider adding it as a background music option for D2. :)
Inventory is difficult to manage	<p>Shaders, modifications, and consumables should be grouped by relevant type.</p> <p>To test how hard this is, go to a full inventory and try to find the particular Scout Report you want. It's tough.</p> <p>Consider that there may be item bloat-- do we really need four types of Scout Report-- or could one Scout Report that works for all planets suffice?</p>
Not enough space for modifications.	<p>Assuming adding new space is difficult, then:</p> <p>Remove specific blue armor modifications. "Blue Helmet modification" replaces all blue helmet options. When adding it to a helmet, it provides a weapon perk or a perk for the currently equipped subclass. This frees up a ton of space for future use.</p> <p>Alternatively, make mods armor-slot agnostic-- although I assume you don't want this for balance reasons. It would clear out a TON of inventory though.</p>
Difficulty navigating planets.	<p>Show fireteam members on map-- at least a green star outline on the waypoint closest to an ally, similar to when a public event is selected.</p> <p>Add compass to map.</p> <p>Fireteam leaders given the option to teleport whole team to waypoint rather than just themselves.</p>
Very few perks for having played Destiny 1, despite game being similar enough to have been an expansion.	<p>Consider, when porting over existing emotes, armor sets, ornaments, etc from Destiny 1, occasionally throwing in a bonus for players who had the same thing unlocked in Destiny 1.</p> <p>This does not need to be something extreme, but I imagine it would certainly make you more comfortable bringing things forward from Destiny 1 without outraging players.</p> <p>For example, if the halloween events brings forward emotes similar to Destiny 1, consider granting one of the Destiny 1 emotes to players who had already earned it in Destiny 1.</p>
Tedious ambient dialogue.	<p>Quadruple the time between NPCs repeating the same dialogue.</p> <p>Remove all the NPCs who talk right next to the vaults-- this is where we are standing doing mental math and gymnastics to swap gear between characters. The chatter hurts.</p> <p>Get a new personality for Tess. You want us to buy stuff, but the dialogue about Fenchurch makes me want to die.</p>
Can't preview transmat effects	Add a preview option that applies the selected transmat for 10 minutes.
Destiny makes itself hard to play on purpose in a	Lack of matchmaking, in-game chat, etc, is beginning to feel very dated.

time when every other game is becoming more convenient	<p>I have a ton of fun every time I play Trials of Osiris. If I could just click a button and get matchmade, it's all I would do Friday to Monday. But having to grab a friend or go on Destiny LFG constantly dissuades me unless I have energy to really perform.</p> <p>Stop making your game so inaccessible. Within a few clicks anyone should be in a Raid, Nightfall, or other endgame activity.</p>
Screen shakes/controller rumbles on ally grenade and ability	<p>Same problem as in Destiny 1: if it isn't hurting you, it shouldn't be disorienting you either.</p>
Spelling error on "Give Them War" Competitive Playlist Tracking Emblem	<p>It spells out "competetive" instead of competitive :)</p>

8. PC-Specific Improvements

Problem:	Solution:
Trials Launch Button is unclickable for a while, then a slow countdown at 0	I never encountered this on Xbox-- but most attempts to launch a trials match on PC start off weird.
No achievements	Battle.net, unlike Steam, appears to not have an API for this as they are handled individually in each Blizzard game. As the first non-Blizzard game for sale-- you have to deal with fixing this.
Toggle ADS has low responsiveness-- often the click doesn't register	Fix this. Not sure what the issue is, but regular ADS works fine, toggle ADS doesn't always trigger.
Chat notification appears too often and are annoying to clear	Chat window appears on every new map load with a fireteam member or joining of pvp match with someone who has team-chat enabled-- which should just be everyone by default. This does not require a notification. A static icon that does not blink would be less visually distracting.
Lack of Veteran Rewards	They're linked to our Bungie accounts. Especially the veteran dialogue... please, find a way to get this on PC.
Separate 3rd person FOV option	Playing at 105 FOV, the 3rd person FOV can be a bit extreme. Let us set the FOVs separately.
Map is unwieldy.	Scale down map to fit screen, or click and drag rather than using WASD to move it.
Whisper All defaulting to off means it is difficult to form groups	Change whisper all default to "yes" , players can opt out at the first sign of abuse. If you're really nervous, add a tutorial pop up the first time someone gets a whisper showing them how to turn it off. Automatically join team and fireteam chat on PvP/strike by default... we can opt out, but standard for PC is default on. Add an emote for "Good Game" That sends the message to the whole PvP match-- with a long cooldown on the text so it can't be spammed.
Some minor control issues	Need: a keybinding to mount sparrow directly without opening ghost. In general, a move to allow keybindings to more actions without opening menus or dual controls. -Ability to bind multiple keys to same action. Standard is to be offered two keybinds per action (example: g AND middle mouse for grenade) -Multiple different, conflicting actions bound to one key. For example,

	<p>sparrow boost needs its own menu option, so I can put it on shift.</p> <p>-Tank controls: S + D (backwards to the right) does what S+ A should do. Reverse these controls</p> <p>'A' always turns the tank counterclockwise, and 'D' always turns clockwise instead of swapping based on whether you are holding 'W' or 'S'</p>
High TTK- low movement speed, defenses	<p>On the PC version, we have a higher framerate and FOV. We can aim faster. As a result, players die faster. As console players get their desired buffs, and power creep sets in, the TTK will become insanely fast on PC.</p> <p>To balance this out, consider raising base mobility, or overall movement speed should be increased by 10%, the same as the exotic boots, by default. This will allow players to duck behind cover, etc, at the same pace as on console compared to TTK.</p> <p>Compare this to Unreal Tournament 3, which came with faster movement speed on PC compared to on consoles.</p> <p>I would also consider making various animations like class abilities launch slightly faster.</p> <p>I understand this may be complex to balance differently across platforms-- but if guns can kill players faster on PC and grenades can be thrown with pinpoint accuracy, everything else needs to be a bit faster, too.</p>
Poor Cutscene Quality	<p>Fix for DLC/future releases. Understandable in first version but not moving forward now that PC (and even Xbox One X, PS4) exist.</p> <p>Kudos on 21:9 cutscenes.</p>
More granularity of mouse controls	<p>I want 2.5 sensitivity. Not 2, not 3.</p> <p>In general, I have noticed most competitive PC players want to get their exact mouse settings as in Overwatch, which shares an overlapping audience. This is impossible due to slightly different field of views and control setups. Making this easier would encourage elite PC gamers and subtly help the competitive scene.</p>
Allow us to attach OBS / Discord to the program	<p>The fact that this is still disabled is upsetting. Perhaps specific programs can be whitelisted with some sort of interaction with those developers to ensure it isn't used to enable cheats?</p>
Separate key binding for power melee	<p>PC will never be identical to console. Let us use all our keys.</p>

(Thanks Mac for some awesome, well written updates!)

9. Emergency Section: Re-earning the Community's Faith 12/7

Do these right away to make your community feel better:

<p>1. Add Bright Engrams as an end-game reward.</p>	<p>That way, people don't feel like they are just a <i>grind or pay</i> reward. Raid, Nightfall, 7 on a Trials Ticket... add an additional Bright Engram.</p> <p>This will help counteract the negative PR you are receiving for the Eververse.</p> <p>If you can spare the coding time, give these engrams a greater chance to drop rare ships and sparrows-- and have them come with that activity's shaders applied. Then, build on this to include...</p>
<p>2. Create endgame exclusive ships & sparrows</p>	<p>Even if only a reskin that looks relevant to that end-game activity.</p> <p>Hell, or just add exotic Eververse drops with that endgame's shader applied by default as a quick fix.</p>
<p>3. Quickly patch: Vanilla only players get access almost all new content: Heroic Strikes, Prestige Activities, increased Light Cap. Everything: including Trials and Nightfall unless it is DLC content.</p>	<p>Honestly, as a goodwill gesture, consider letting everyone play the new PvP maps and access as much of the DLC content as possible-- in order to keep some people playing this game.</p> <p>You're gonna make anyone who didn't buy the DLC quit the game.</p>
<p>4. Revert Shoulder Charge change.</p>	<p>There's no reason to nerf an ability that increases the skill cap, movement ability, and fun of one of the classes. Plenty of the other subclasses need buffs-- pretty much every class could use quality of life power increases if not outright buffs. Leave what was actually fun alone.</p>

Do These to Improve Curse of Osiris:

<p>1. Heroic Adventures unlocked on campaign completion/315 light.</p>	<p>Absolutely no reason to have to play through the simple, easy versions on three characters.</p>
<p>2. Improve the one Public Event</p> <p>Add other public events</p>	<p>Add a chance of Cabal attacking to make the daily challenge easier.</p> <p>The red legion could still have a lander or something... Mercury should be like a hub where lots of great stuff happens, even though it is small.</p>
<p>3. Keep Strike Teams between matches unless someone leaves/ Never put the same strike twice in a row</p>	
<p>4. Allow Sparrows on Mercury.</p>	<p>This feels cheap and lame and doesn't fool anyone into thinking Mercury is big. All it does is make Mercury less fun than it would be otherwise.</p>
<p>5. Modifiers on Heroic Strikes.</p>	<p>Strikes are slow and tedious without them. As a compromise, maybe have them only have 50% of the bonus damage the Nightfall version does.</p>
<p>6. Challenges Completable in Adventures</p>	<p>If this is difficult, then reduce the requirements for Mercury specific challenges, as there is nothing to do on Mercury while we run around hunting for challenges.</p>

10. Essential Design Shifts 12/7

Silent Guardian	
No gameplay animations except Dunking...	In the Infinite Forest, there is no animation for opening the vex doorways.
No matchmaking or in-game way to form groups for all endgame activities	

Thanks for reading! Please reply or comment with any problems that went unmentioned here, or any solutions that you think are better than the ones I propose--

I can update this table with your ideas if they prove better and hopefully that helps get the best ideas and solutions rolling towards Bungie.

Nosism

V2.0 brainstorm

PVE fix: second power weapon, no duplicates

Class balance... aerial movement, more power

-warlock jump speed

-titans both melees

-access to both abilities

PVE difficulty:

Heavy drops

No Add despawning on boss kill

No more immune

Need a tier of enemy above yellow-- that is larger, shielded, and more powerful

Yellow bars, enemy scaling

Actual bosses

Enemies that require ranged/close weapons to deal with-- out of 4 slots, we can be prepared for all situations

Mercury:

Keep: Precursor exotics,
Chaos weapons