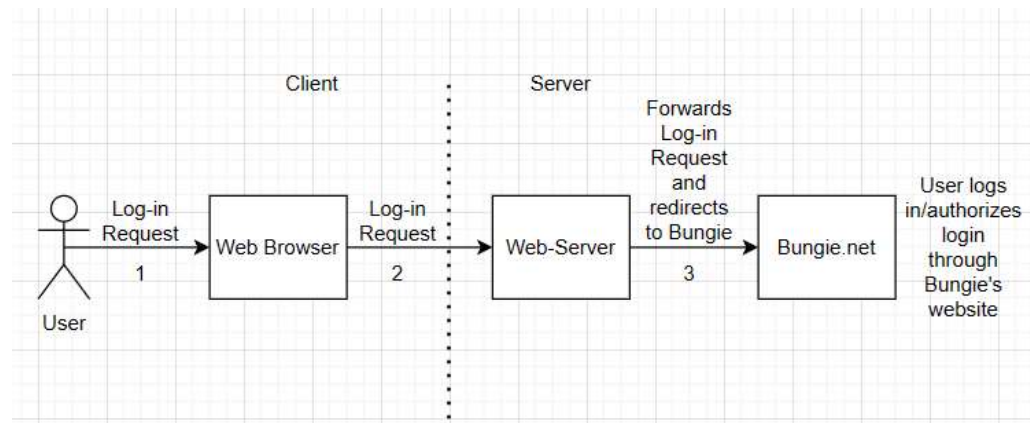


Part 1: Project Description

The customer wants a web-based application that they can access from any current browser to suggest a useful loadout for the video game Destiny 2. The customer will be able to log-in through Bungie's website and have access to their character's weapons and armor, as well as their vault. The website will allow the customer to select their class, subclass, and activity they wish to complete, and the web app will examine the user's inventory and supply an ideal loadout for the given activity. Finally, the customer will be able to equip this chosen loadout for use within the game itself.

Part 2: User Stories

- A.** As a user, I want to access my Destiny 2 account through the web application so I can have a personalized experience.
 - A.1** The web application must have a visible login feature.
 - A.2** The web application must prompt the user to log-in through Bungie.net
 - A.3** The web application must maintain the user's login status through the entire session.
 - A.4** The web application must allow the user to log out of the application through Bungie.net, if desired.

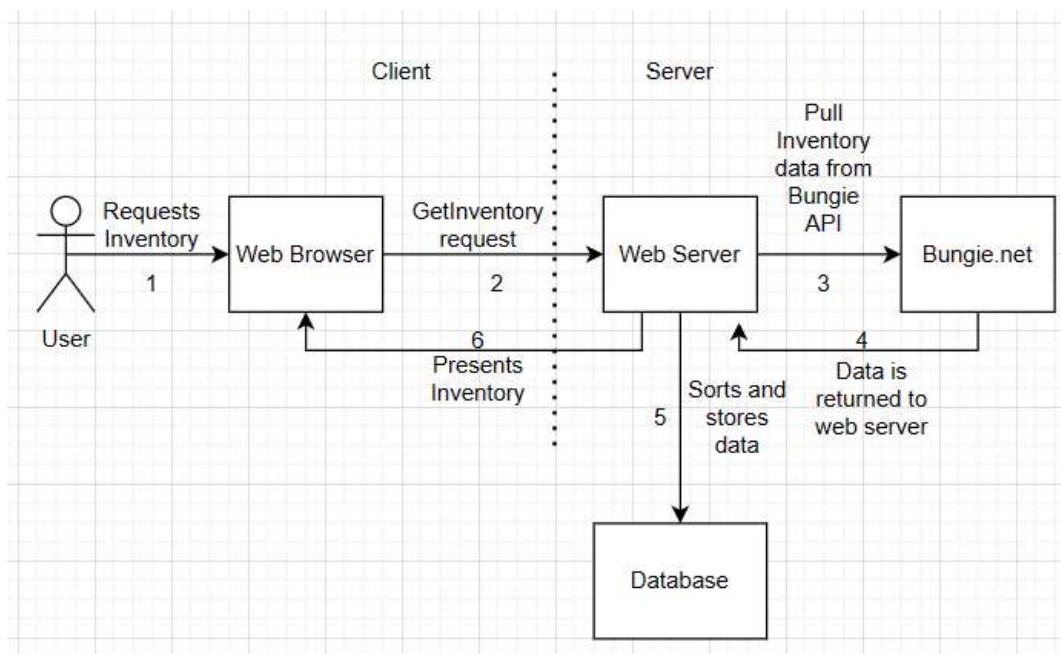


B. As a player, I want to access my character's inventory through a web application so I can see my gear without needing to be actively playing the game.

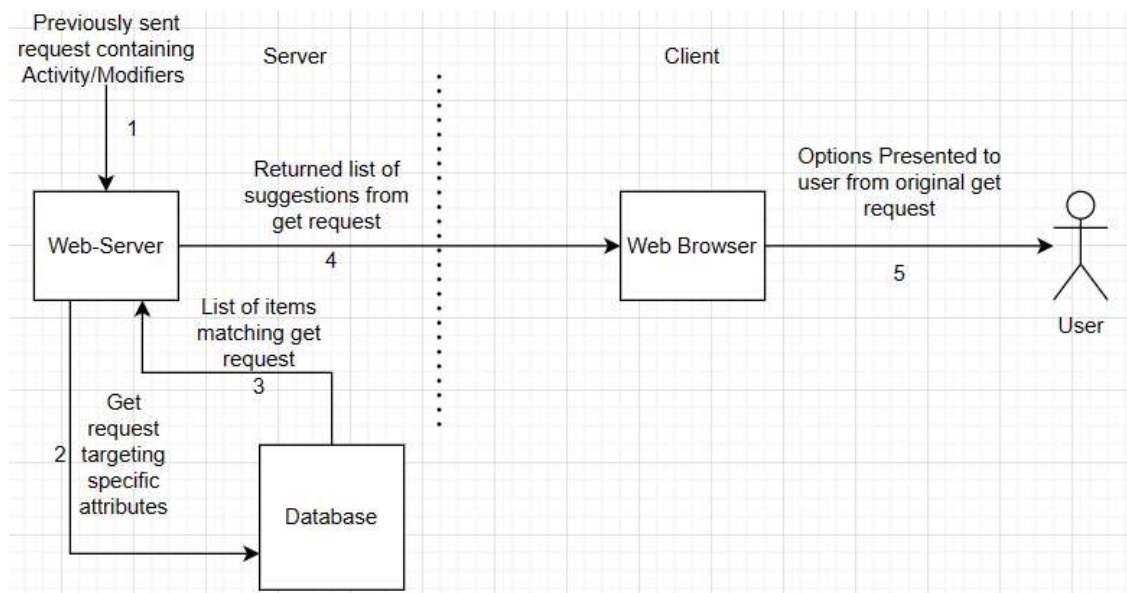
B.1 The character inventory must be current and up to date with the game.

B.2 The character inventory should be sorted for easy viewing. Weapons, Armor, and Misc items should be separated.

B.3 The character inventory will be tied to the user account. The user will only see their account's inventory.



- C. As a newer player, I want to be given a usable loadout so I can be successful in a specific activity.
- C.1 The loadout must be usable and possible given the game's exotic gear constraints.
 - C.2 The loadout must have ties to the activity's specific modifiers.
 - C.3 The loadout does not need to be optimal, but must be ultimately beneficial.
 - C.4 The loadout can only consist of items the player currently owns.



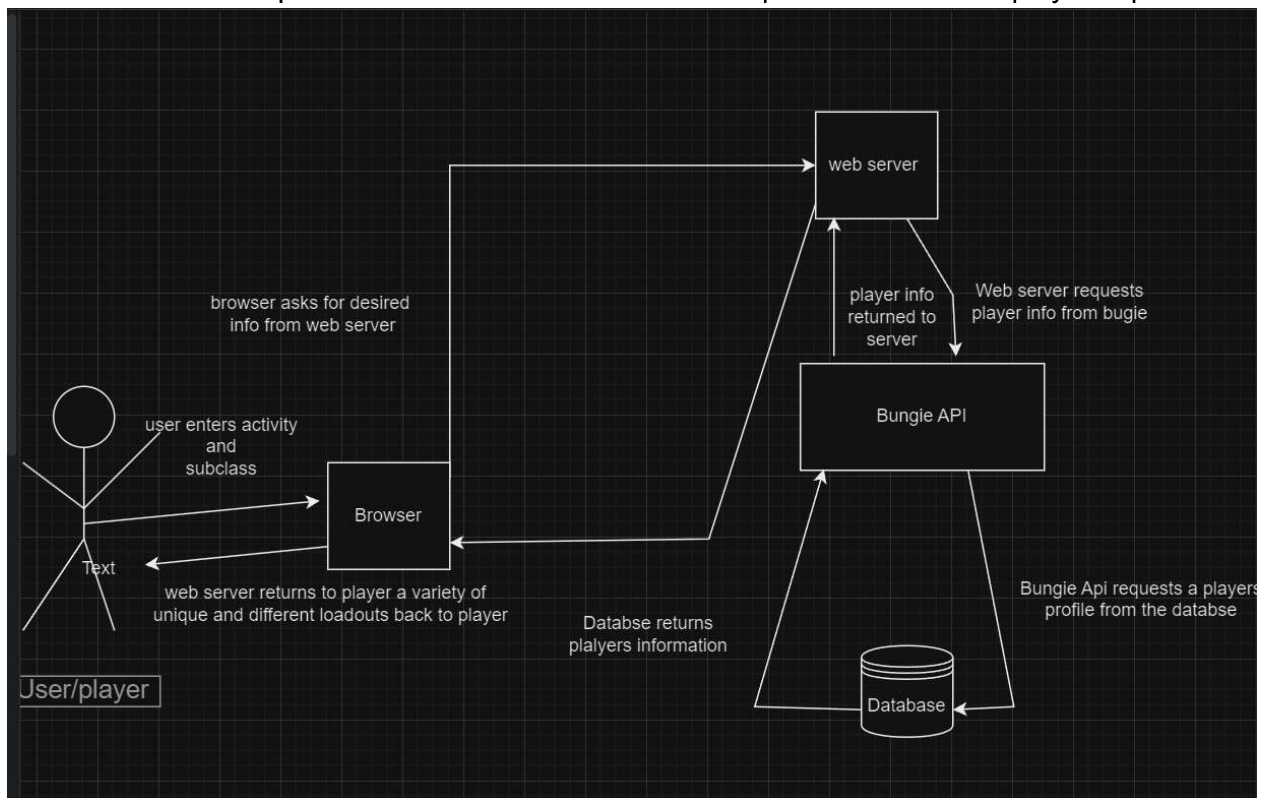
D. As a new player, I want an easy way to be suggested a number of unique loadouts to see which one i will like best for specific activities

D.1 The loadouts should be up to date with the recent meta for best possible loadout combinations

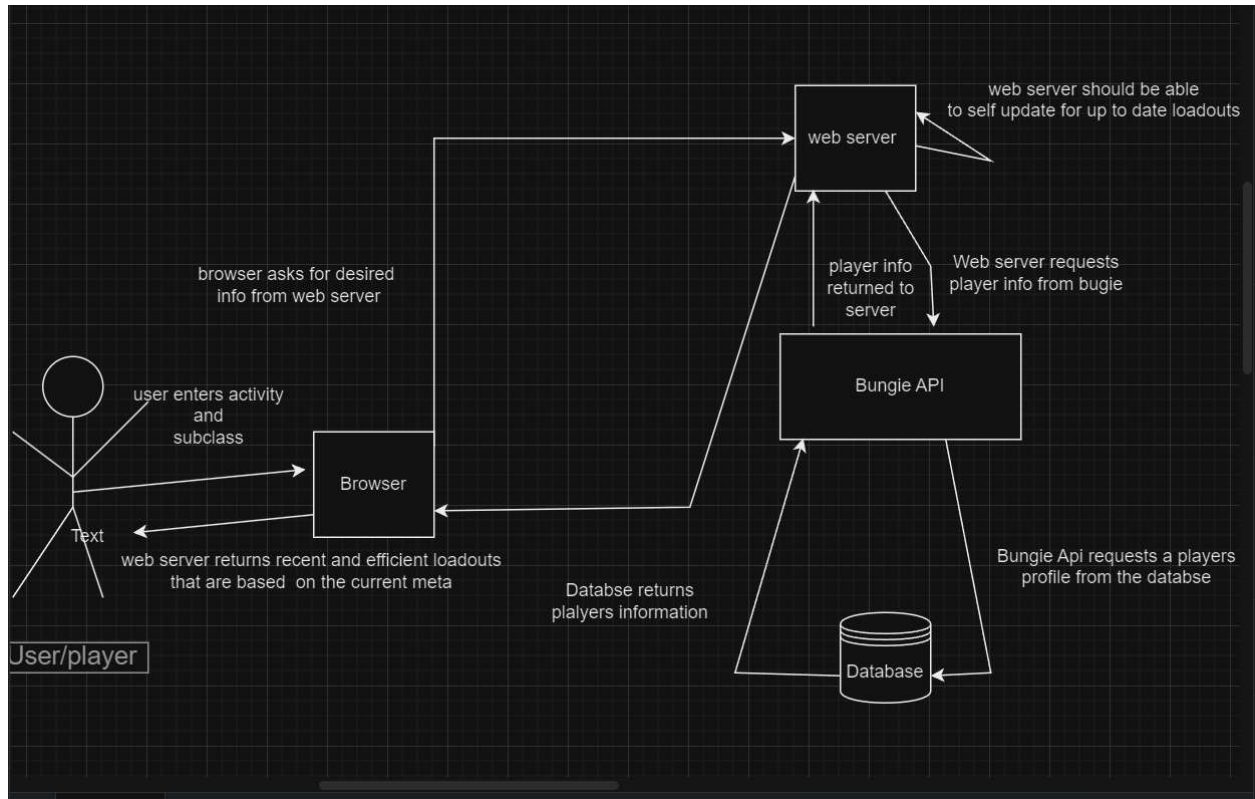
D.2 Loadouts must be related to the given activity for player satisfaction

D.3 The loadouts do not need to be very different, however they should have noticeable differences

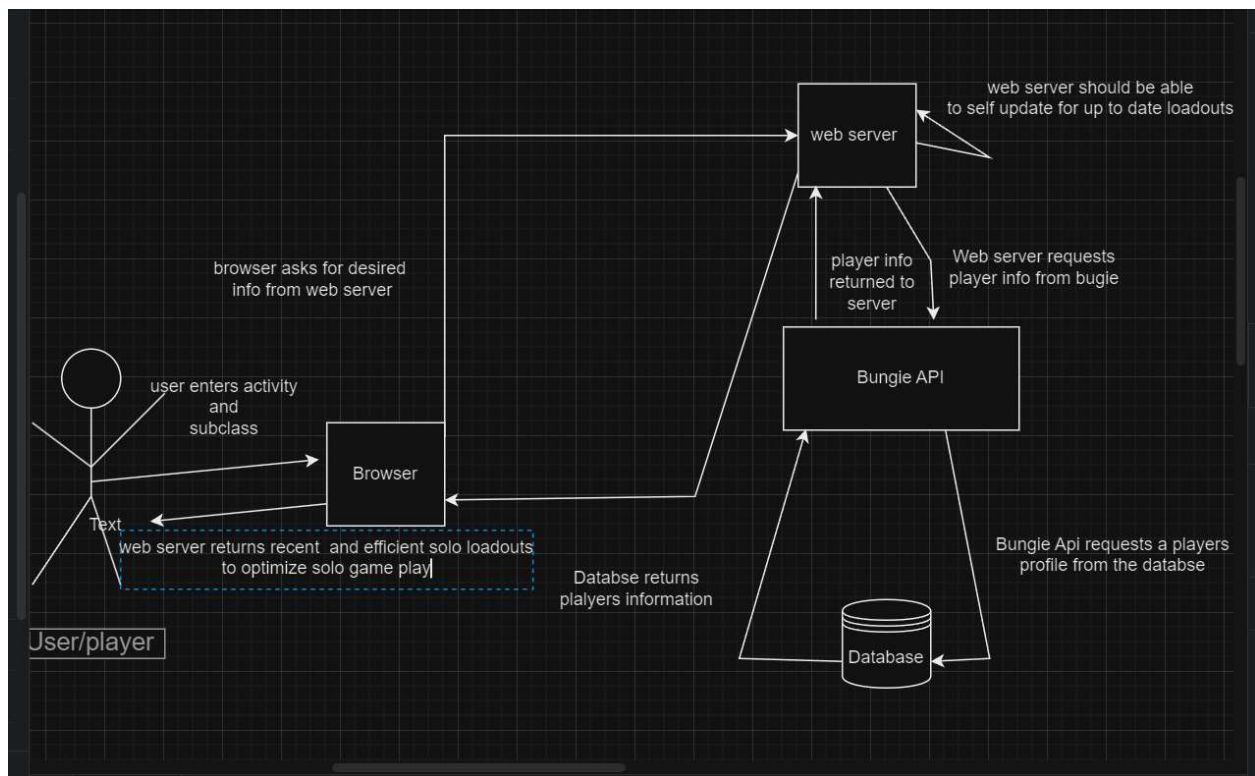
D.4 If possible different loadouts should be provided based on player experience



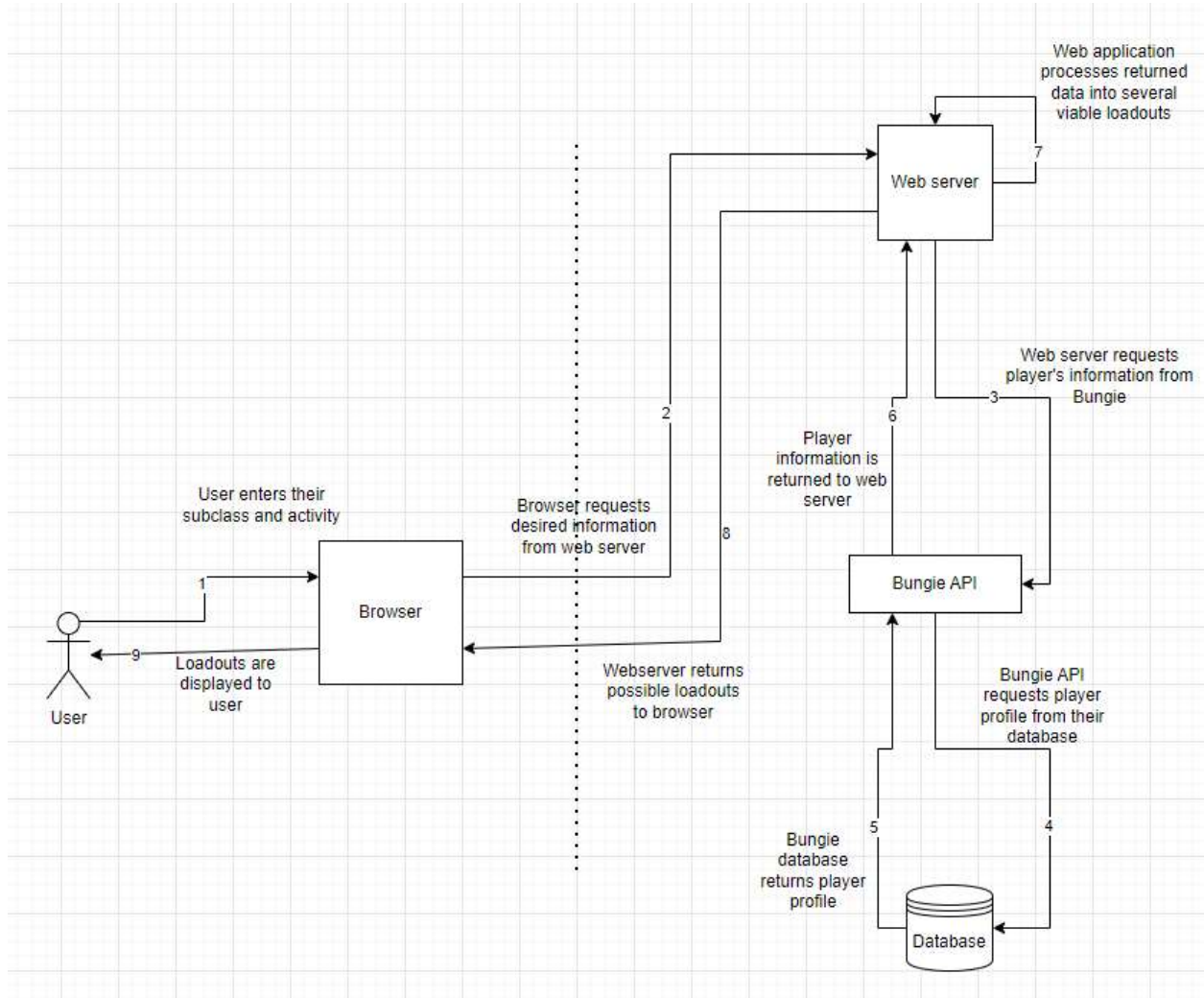
- E. As a returning player, I want recommendations for loadouts based on the changes in Destiny 2's meta since I last played, ensuring that I'm up-to-date with the latest gameplay trends.
- E.1. Loadouts should be recent and make sense based on the current meta
- E.2. The browser should be able to self update along with the web server due by connecting to bungie API



- F. As a solo player, I want loadouts that enhance my self-sufficiency and survivability for activities that don't require a full fireteam, such as solo missions and activities.
- F.1. the loadout provided should be efficient enough for solo clearance of missions/ activities
- F.2. The loadout should also be recent and so it doesn't hinder experience of the players who prefer to play alone.
- F.3. the browser should be able to rely on the self update to provide a good number of efficient loadouts for solo players



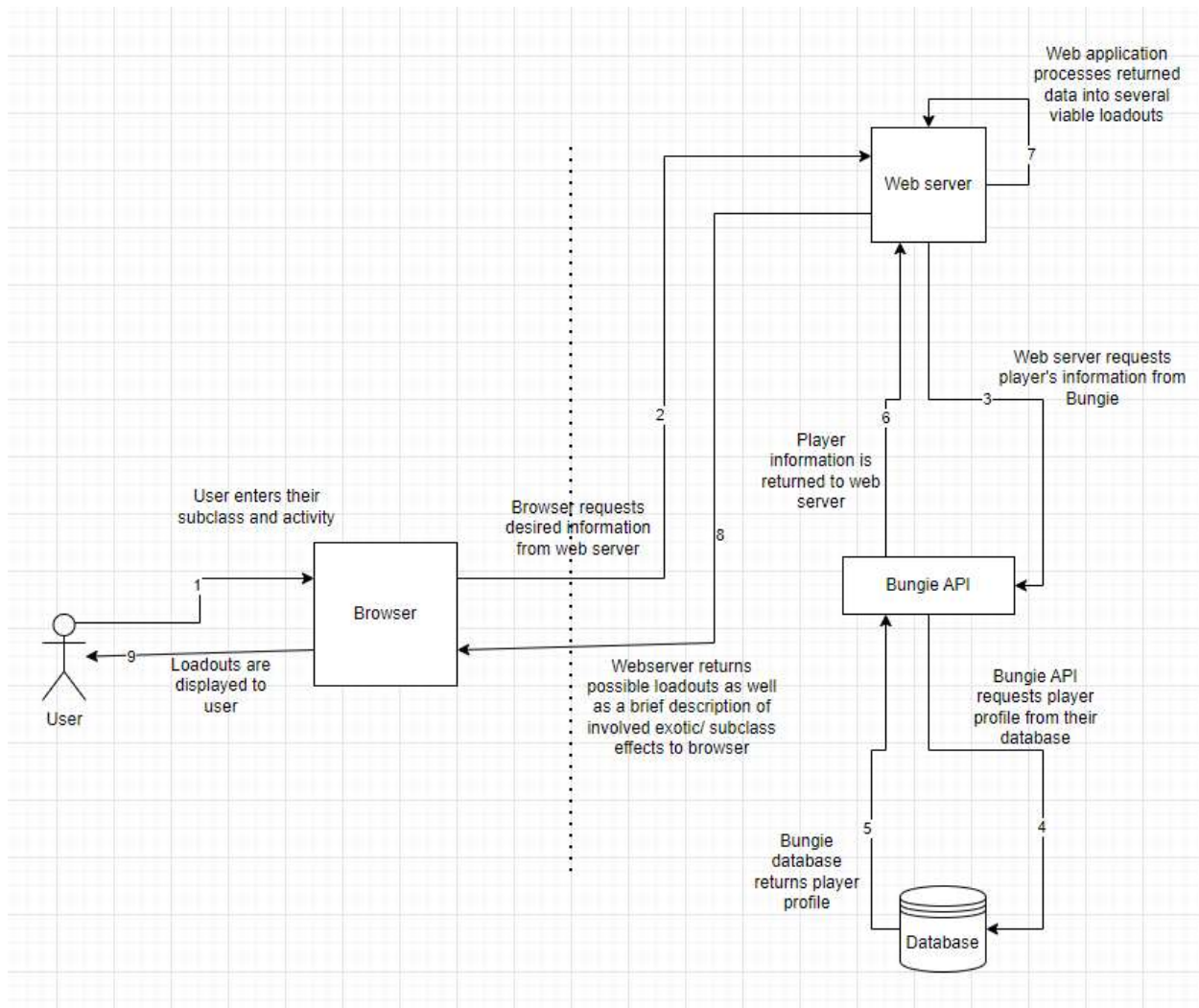
- G.** As a veteran player, I want a loadout that will be suitable for mechanically challenging or combat intensive encounters so that I don't struggle with difficult activities as much.
- G.1** The loadout should be relatively future-proof.
 - G.2** The loadout should be catered to the requirements of each encounter.
 - G.3** The loadout should have two exotic gear pieces that synergize.



H. As a new player who is curious about game systems, I want a loadout recommendation tool that contains a suitable explanation for why certain loadouts are recommended so that I eventually understand the game enough to make my own loadouts.

H.1 The loadout should contain a brief explanation of the exotic and subclass effects that make it useful.

H.2 The loadout's internal mechanics should be easy to understand.

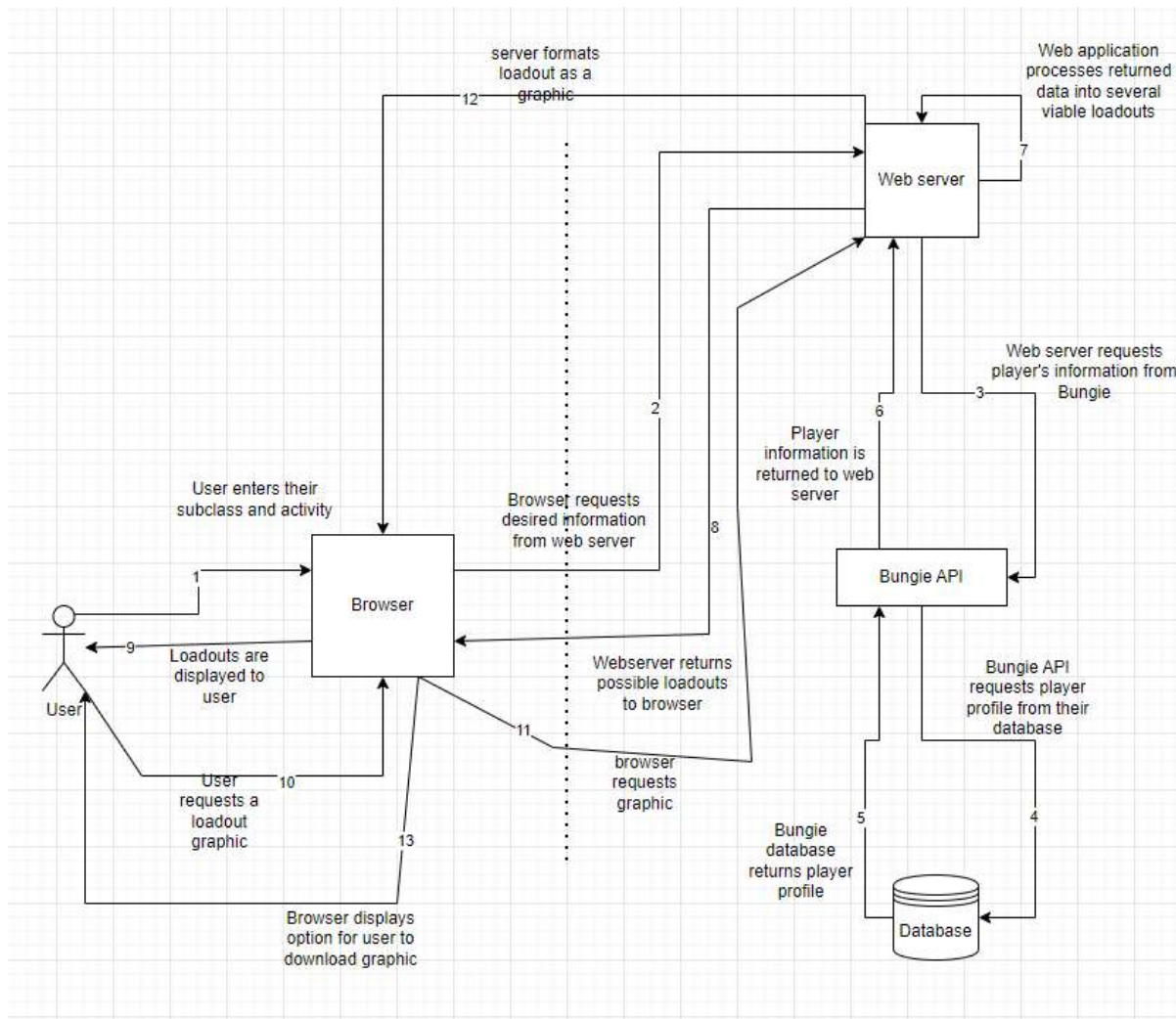


- I. As a player who wants to share loadout recommendations with friends, I want a feature that allows me to easily share loadout configurations so my friends will be better able to handle difficult activities.

I.1 The loadout should have a graphical representation of its gear pieces and subclass configuration.

I.2 This graphic should be formatted in such a way that it is easy for the player to understand what goes into the loadout.

I.3 The graphic should be labeled with what activity it is intended to be used in.

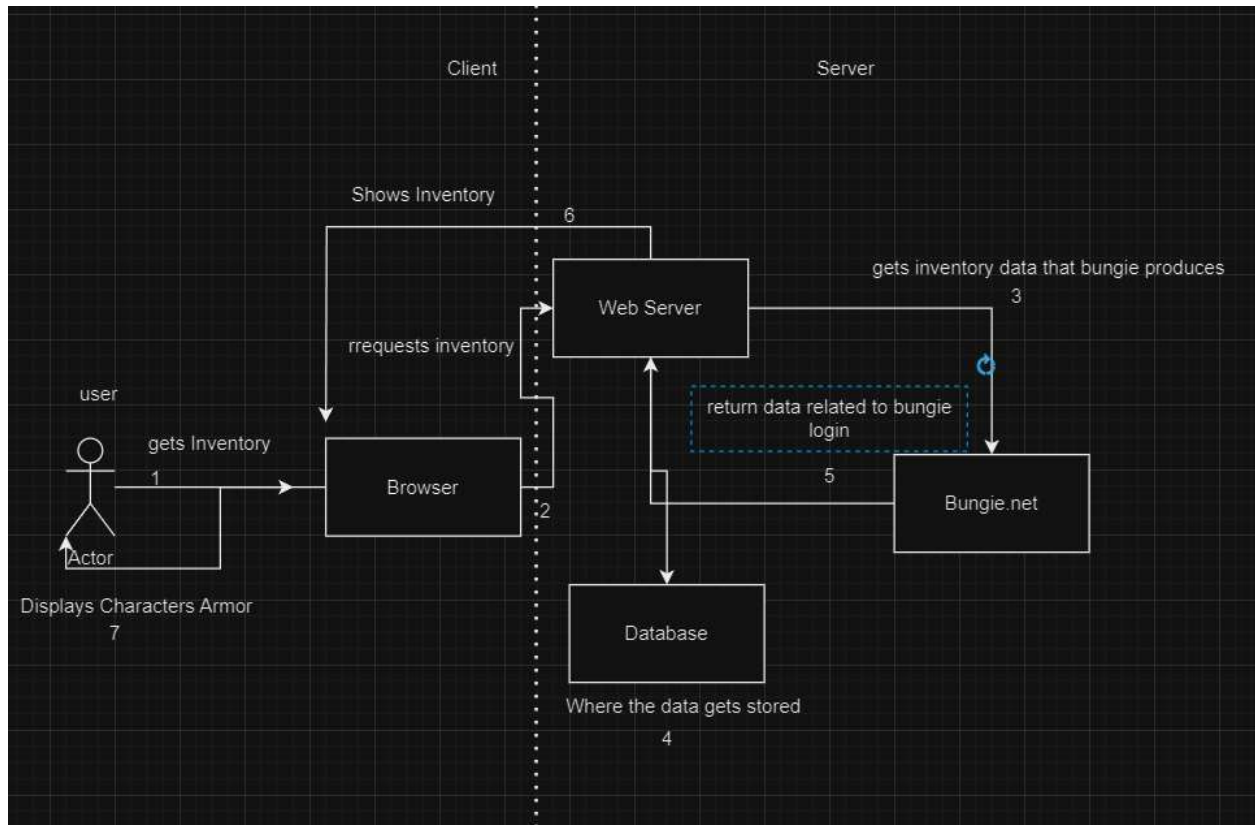


- J.** Having a great foundation on the game I noticed I could easily jump into any activity and handle myself. But now I want to be able to see all the armor I have so my guardian has the best looking gear. I want to be able to show people what armor I'm using to look that cool. After all, drip is eternal when it comes to video games.

J.1. The Graphic should be setup as you should be able to share what your guardian is wearing at different times and different builds

J.2. The graphic should be able to produce said players attire.

J.3. The graphic should be able to have the name of the gear.

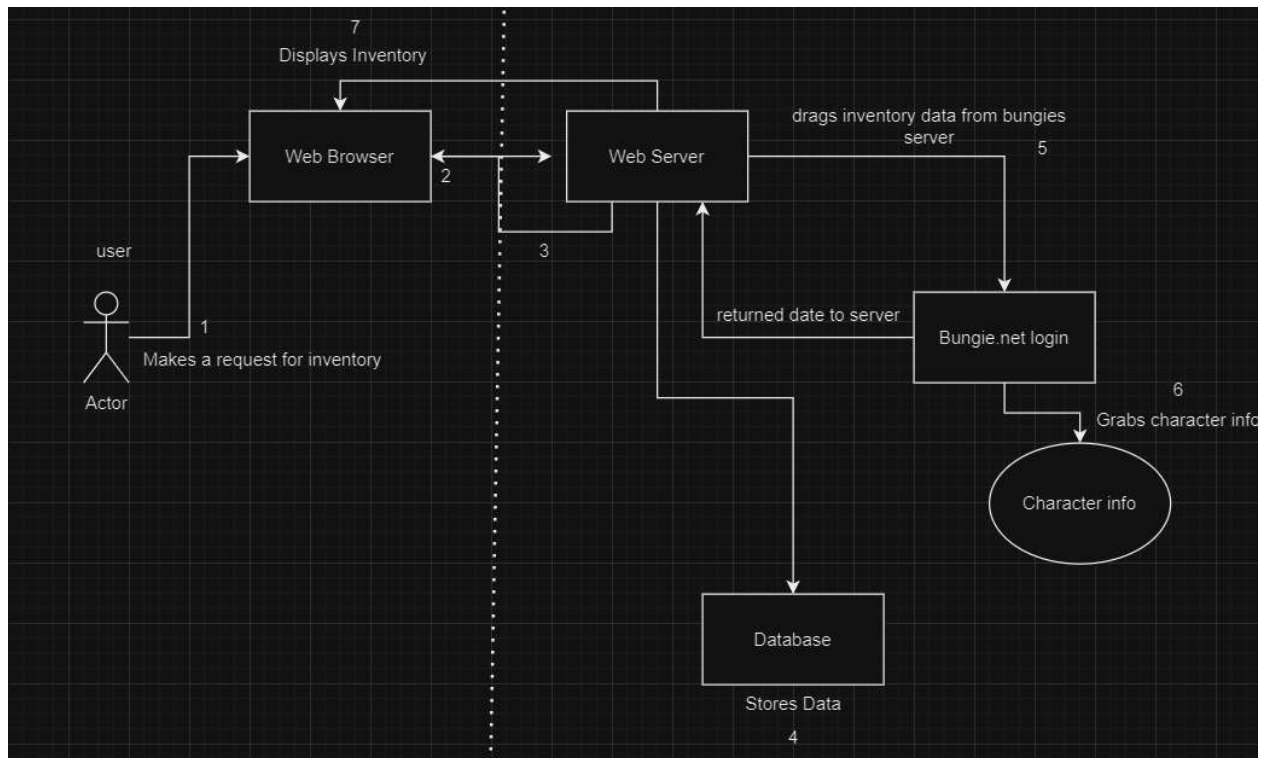


K. As a player who is decently fond of the game After logging into my bungie account through the web application it made handling my gear exponentially better. It was as different as night and day.

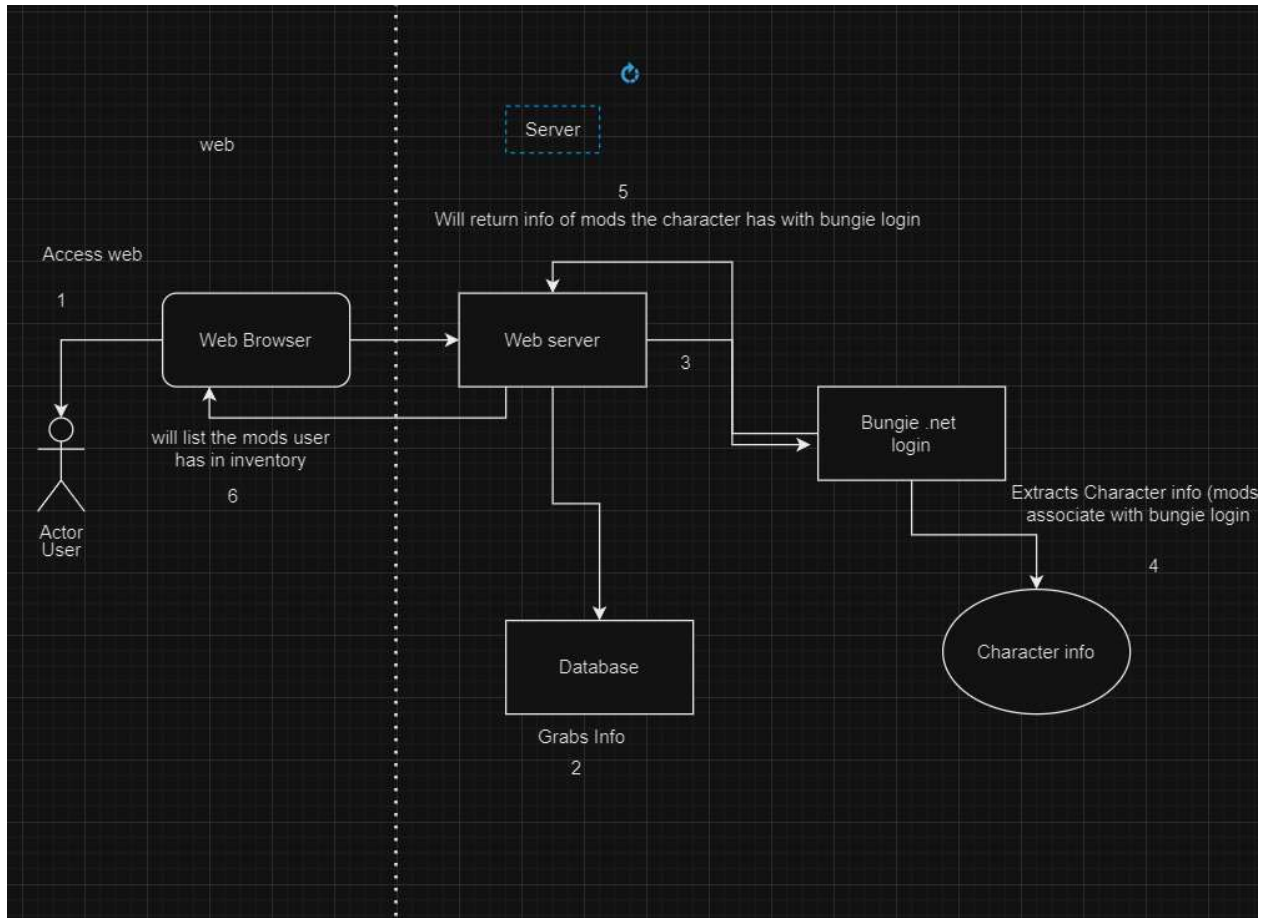
K.1. Should be able to instantly show the gear you have and equip.

K.2. Show you all the extensions of the gear.

K.3. Should be able to look at all the gear you currently have.



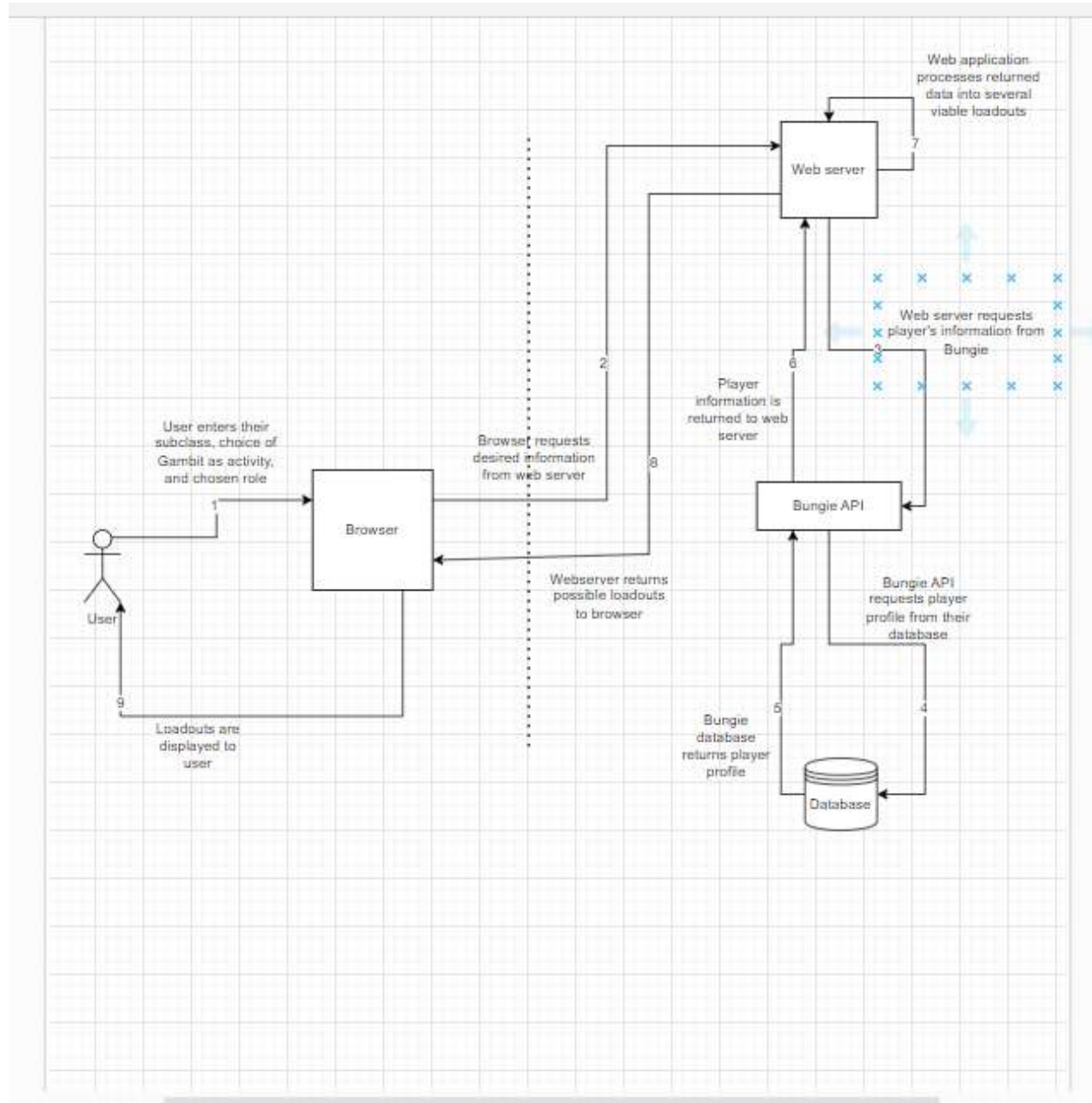
- L. As an intermediate player I have a solid foundation as to how the game works and what mods can help me with some encounters. But as I dabble in the harder content meant for veterans of the game it showed me there is much more room for growth. I hated not knowing what mods I had at my disposal and what they were capable of.
- L.1. A graphic showing you what types of mods gear can hold
 - L.2. Another graphic showing what each mod for the gear does
 - L.3. Showing you what you have based on what mods you choose for your gear.



M. As a player who frequently plays the Gambit activity, I want a loadout recommendation tool that recommends a loadout for whatever role that I enjoy playing.

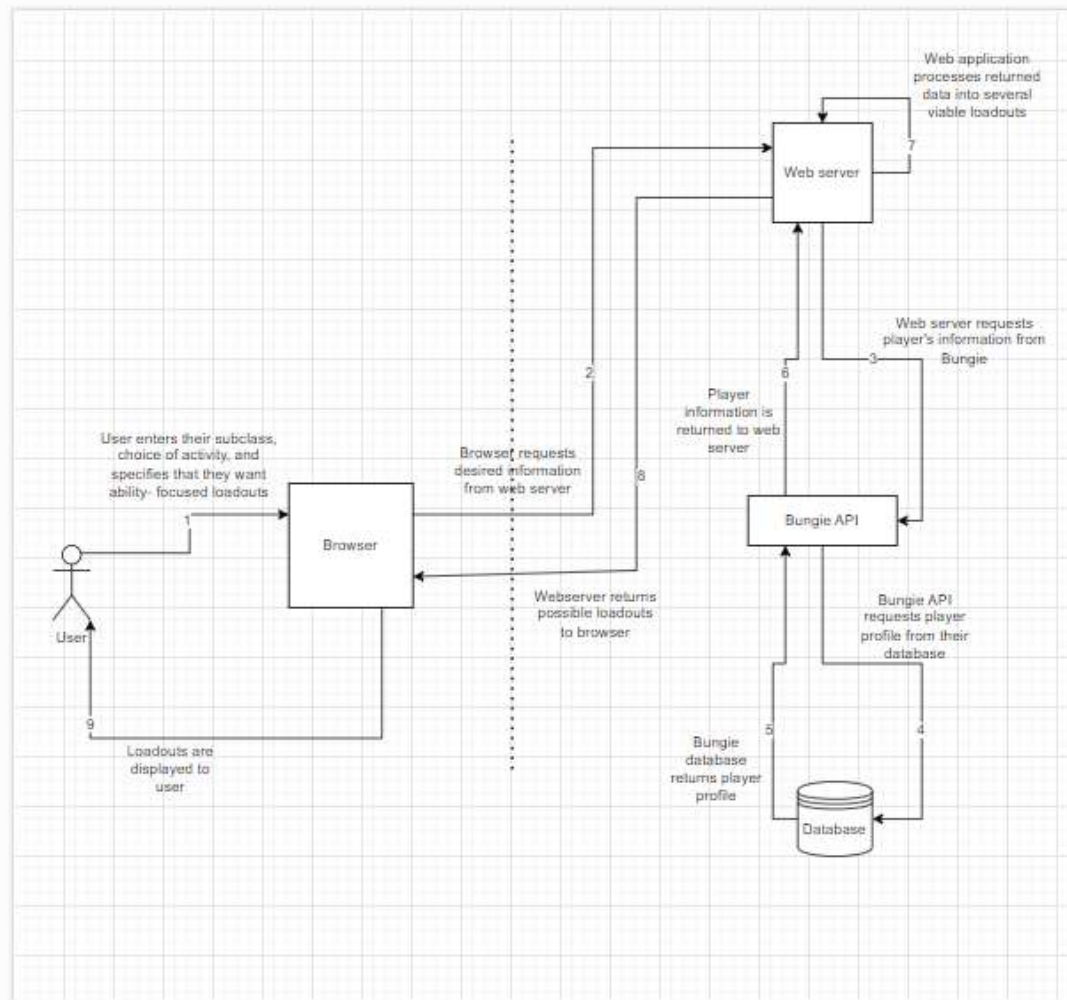
M.1. The tool should have the player input which role they enjoy playing when they indicate they are searching for a loadout recommendation for use in Gambit.

M.2. The tool should allow for the player to forfeit choosing a role and instead opt for a more generic or jack-of-all-trades loadout.

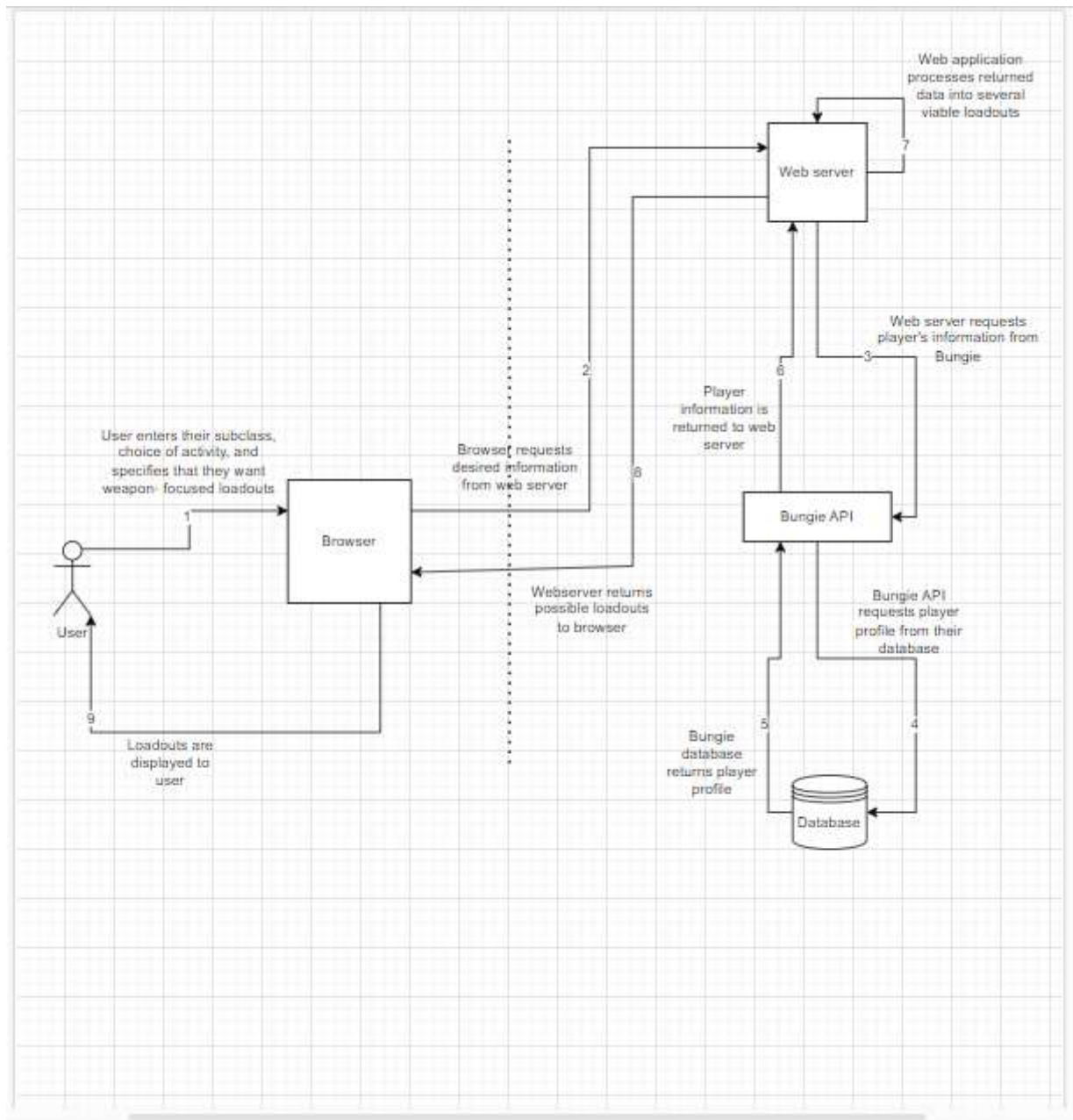


N. As a player who enjoys more ability-focused gameplay, I want a tool that recommends loadouts that will maximize the power and frequency of my character's abilities.

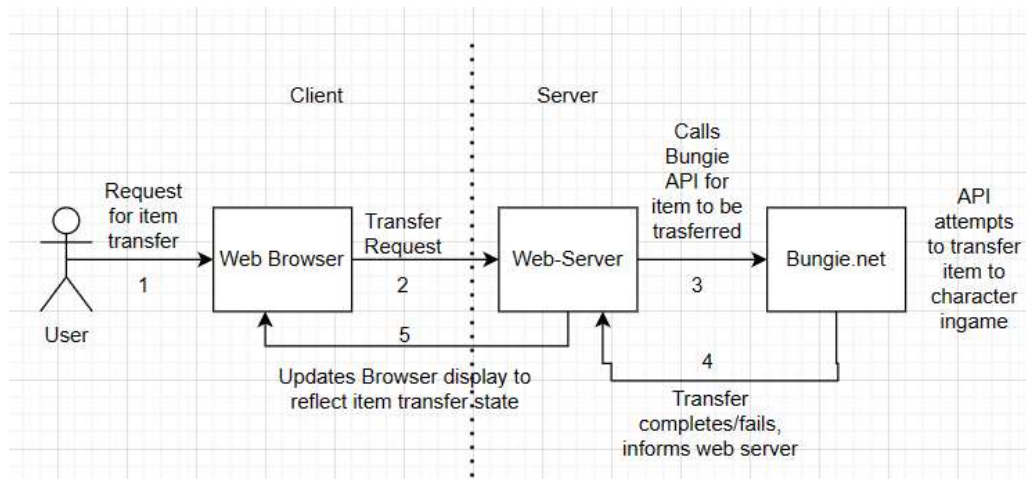
N.1. The tool should allow the player to filter a list of loadout recommendations into a list of ability-focused loadouts.



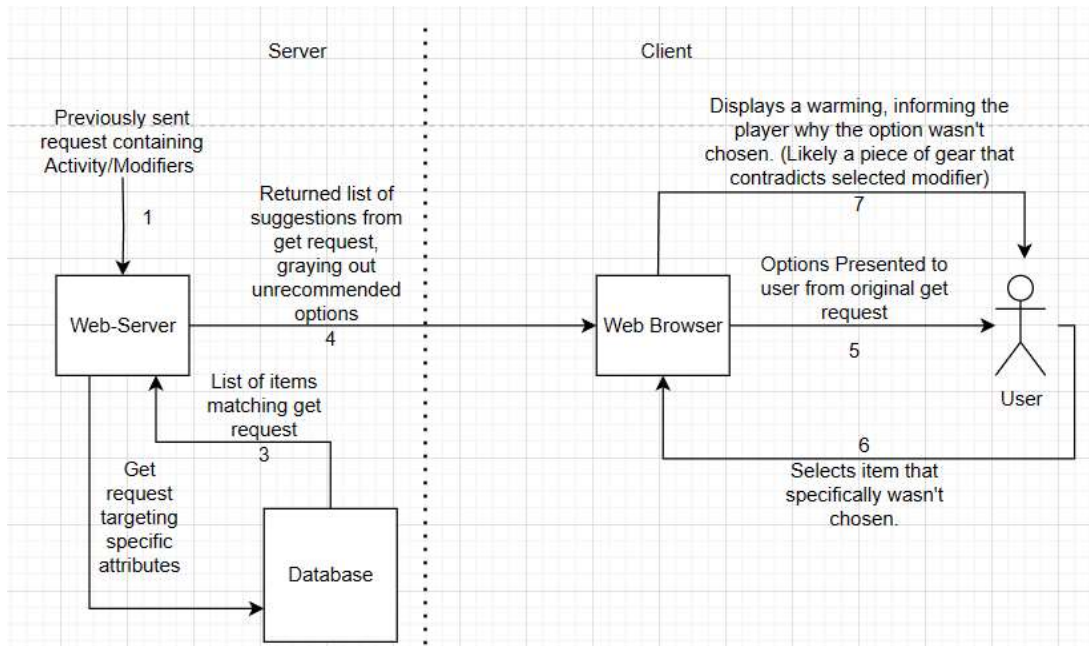
- O. As a player who enjoys weapon-focused gameplay, I want a tool that recommends loadouts that will maximize the damage potential of my weapons.
- O.1. The tool should allow the player to filter a list of loadout recommendations into a list of weapon-focused loadouts.



- P.** As a veteran player, I want to transfer gear around my account so I can use whatever I want, whenever I want.
- P.1** The app should support transfer of gear between all three characters, as well as the vault.
- P.2** The app should be fast and responsive in transferring gear.



- Q.** As a new player, I want to know why some gear is not recommended for a given activity so I can learn what mechanics to be mindful of.
- Q.1** Certain armor or weapons should be grayed out if they are a very poor choice.
- Q.2** If a piece of gear is grayed out, it should be explained why so the user understands.
- Q.3** Warn, but do not restrict the user from using the poor loadout option.

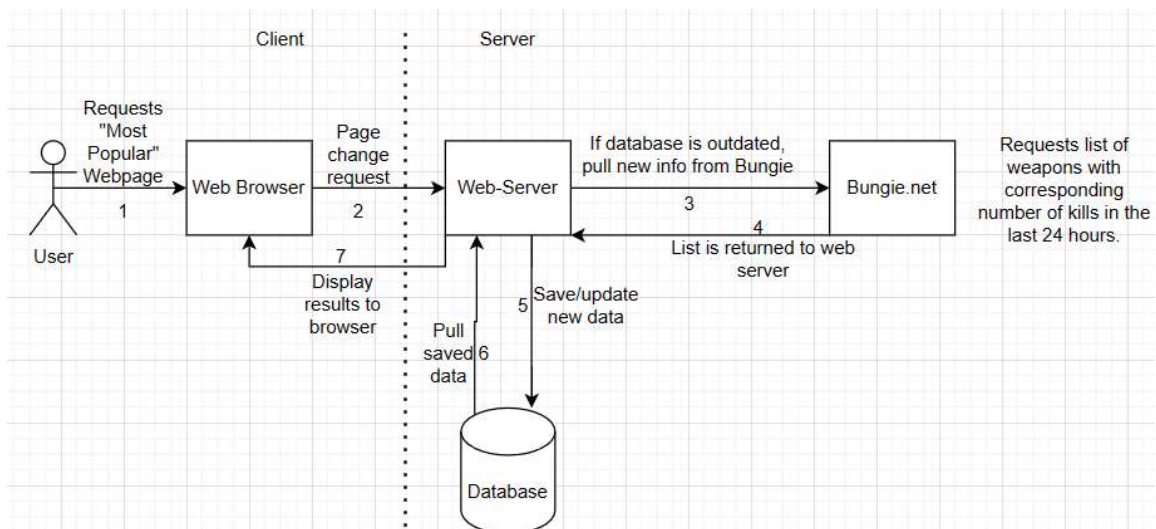


R. As a learning player, I want to know what some of the top weapons are based upon community usage so I can see at a glance what is popular.

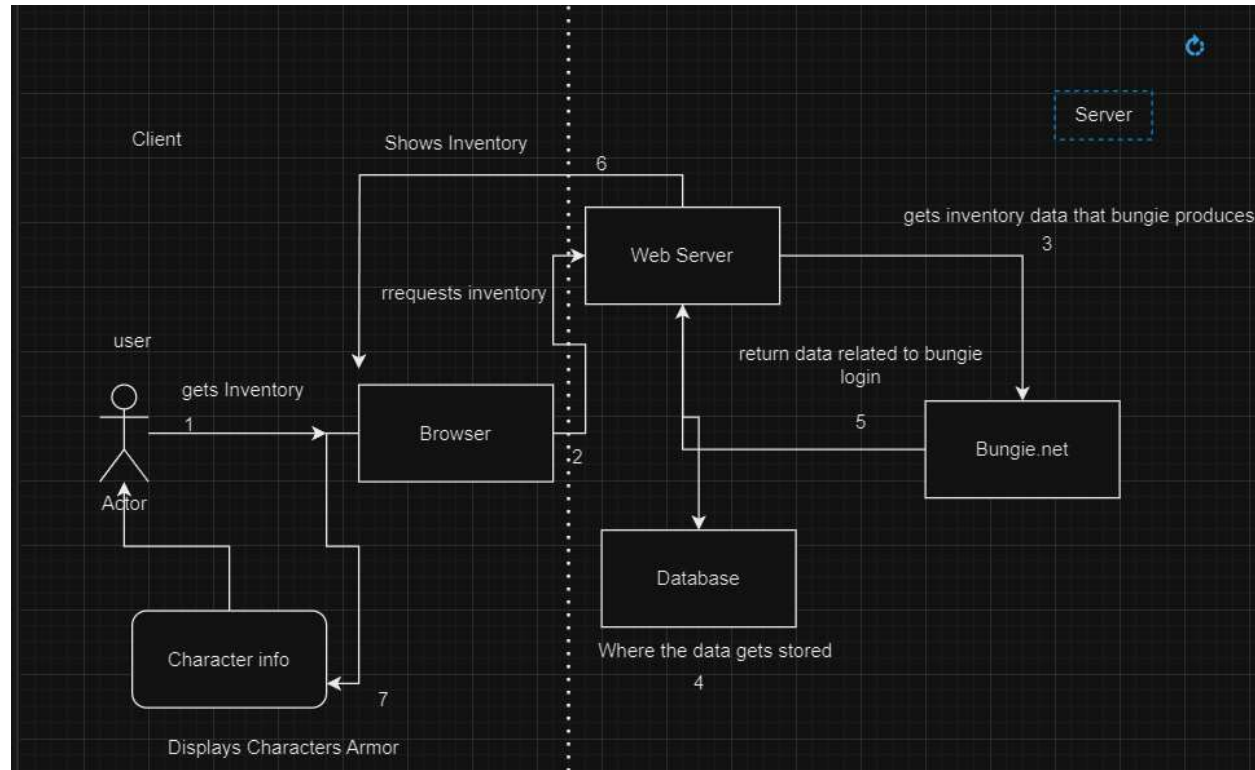
R.1 There should be a place to see the top 10 weapons used by players in the last 24 hours.

R.2 Weapons should be ranked in order of total kills by that weapon, indicating higher usage.

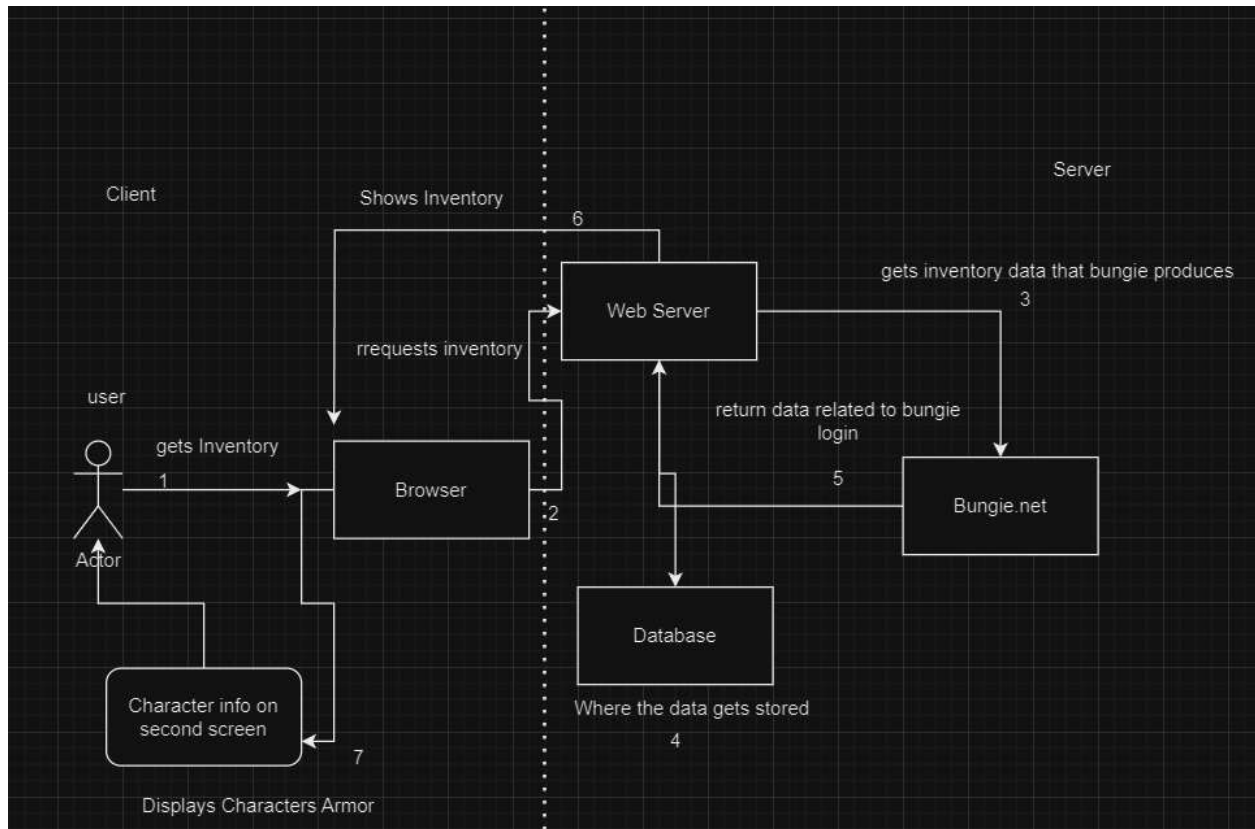
R.3 There should be an option to switch between PvE and PvP kill counts.



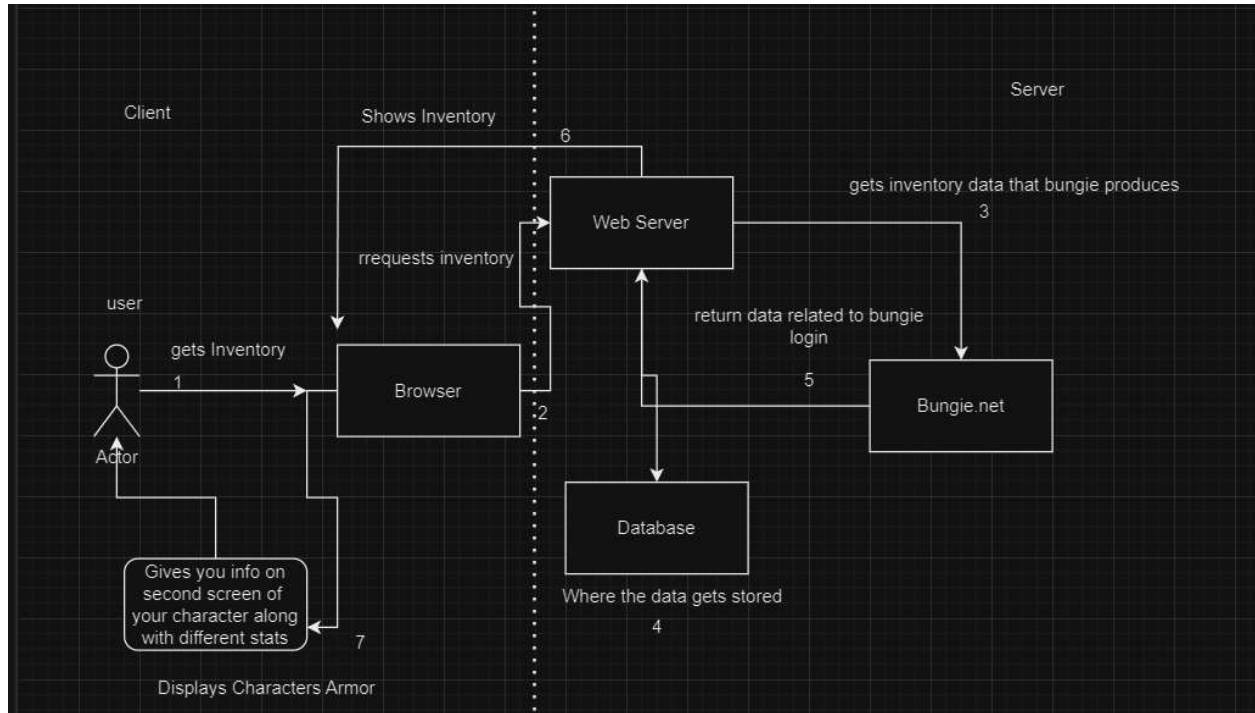
- S. As someone who is always doing something in Destiny it's hard to let people know what guns I'm running , especially if I'm doing a puzzle or fighting a boss.
- This will remedy getting info to your fireteam faster especially if someone asks you what gun you are using based off your damage
 - It will save you the hassle of not having to hide and wait for it to load
 - The reason this is great is because sometimes your weapons and armor have unique names that are hard to pronounce.



- T. As a player who wants to check what i currently have equipped it will be extremely convenient to check what i got on a second screen while in a firefight. Especially if my friends ask.
- As someone who is always playing seeing what i have equipped is nice and a great
 - Being able to see what i have equipped will remedy if i have the right level gun or not
 - Showing my character on a second screen will also help show off my level as well

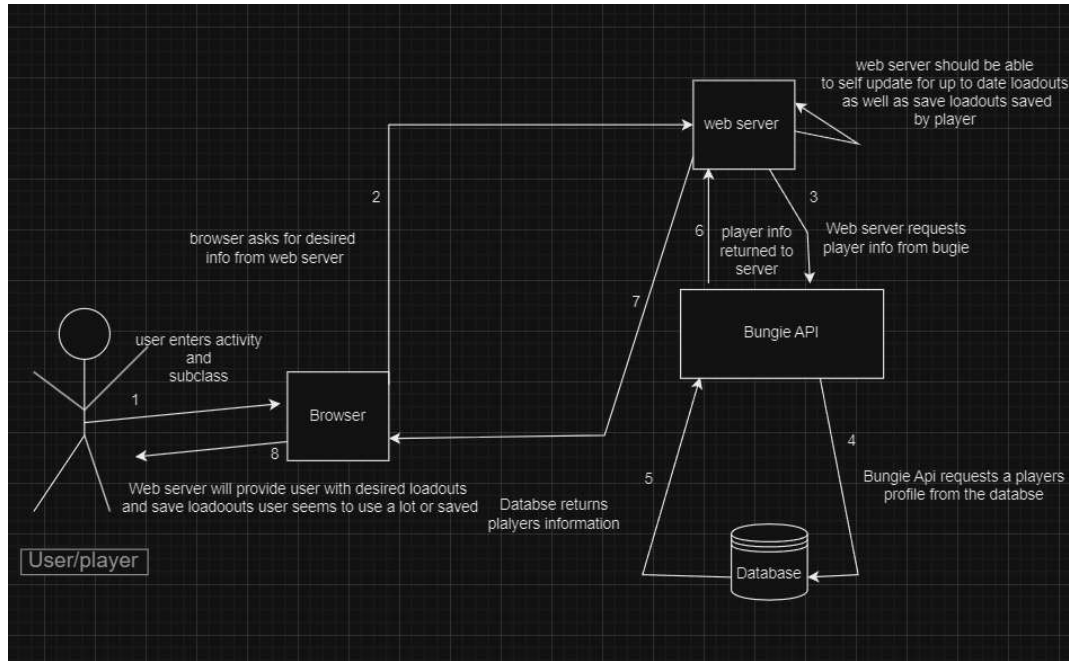


- U.** As a player I would like to see the different variants of guns I have equipped just so i can play with it and find the difference.
- This will help show you why some guns of the same caliber act different
 - it will also show the difference in how the gun icon looks (especially compared to and exotic)
 - It will help you modify your loadouts based off what you have and what you used in the past(Past as in the last couple of hours)

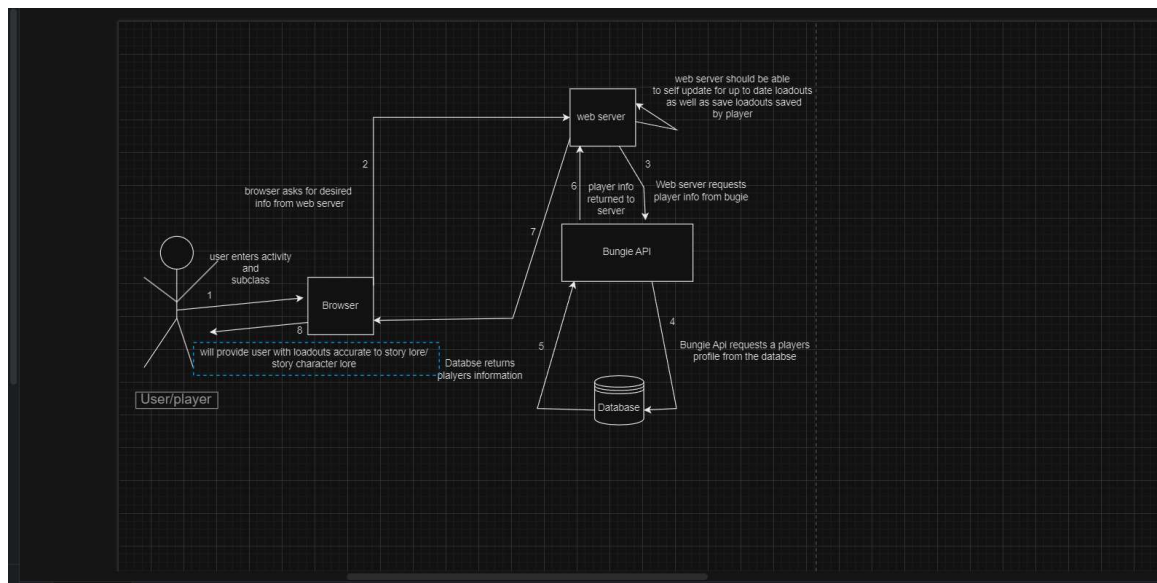


V.

- W. As an older player i want the ability to customize and save my preferred loadouts for specific activities, allowing me for a more tailor gaming experience based on my preferences
- Will allow user to save/favorite their preferred or liked loadouts in case they want to come back to them for future user
 - It will save the hassle of trying to memorize every loadout you to might have liked instead of having it to memorize
 - Will also allow user to experiment with different loadouts and compare loadouts simultaneously to make the best choice

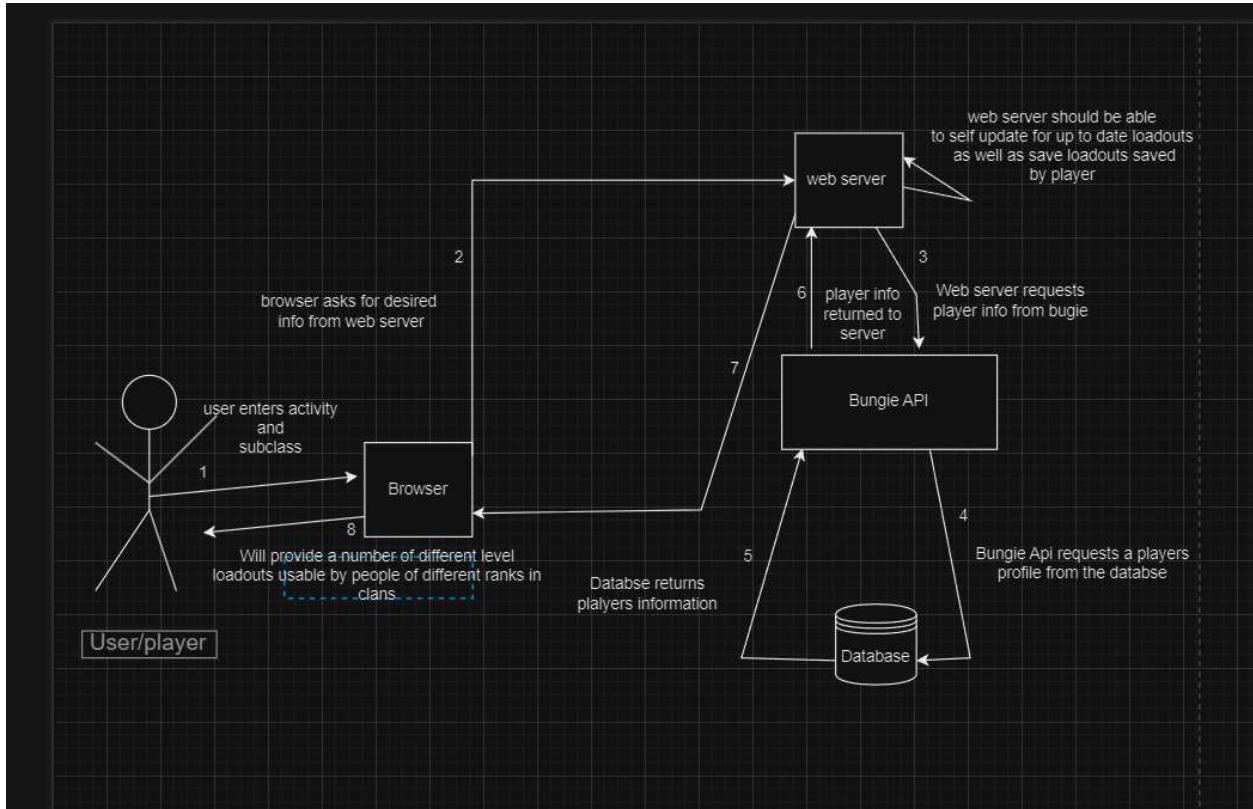


- X. As a role-playing enthusiast, I want loadout suggestions that align with specific Destiny 2 lore or character themes, allowing for a more immersive gaming experience.
- Will allow players to play the story as close to lore as possible
 - It may help players feel more immersive in the story by using story accurate loadouts during playthrough



- Y. As a clan leader, I want a feature to generate suggested loadouts for my clan members to help coordinate our loadouts and strategies for group activities.

- a. Will make it easier for clan leaders to help out lower rank members in the clan to benefit themselves and the clan
- b. Will allow full optimization of clans when participating in missions



Part 3: Glossary

- Ability:** Powers used in-game by the player that change depending on Class and Subclass. These include jumps, melees, grenades, supers, and **Class** abilities. Jumps allow the player to reach higher ground. Melees are close range attacks. Grenades generally deal damage in an area. Super abilities are the most powerful in a player's arsenal and their uses vary widely between **Subclasses**. **Class** abilities are defensive and change depending on whether the player chooses to use Warlock, Titan, or Hunter.
- Activity:** An experience of varying levels of difficulty that can be selected by the player. Many activities are against computer-programmed combatants and enemies. Most activities within the game also have special **Modifiers** which can rotate on a weekly basis, as well as special enemies requiring specific gear to take down such as **Champions**.

- **Armor:** Broken into 5 pieces: Helmet, Gauntlets, Chest, Boots, Class Item. Armor is both a fashion choice and gameplay choice for players to survive against difficult enemies and activities.
- **Bungie:** A video game developer and publisher, famous for their work on the Halo and Destiny franchises. Their website, Bungie.net, also contains the API and log-in functionality that will be required for the web application project.
- **Destiny 2:** A First Person Shooter (FPS) video game developed by **Bungie** and released in 2017. Players utilize a wide variety of weapon types and armor to customize their hero to their liking to triumph over difficult cooperative and competitive activities.
- **Champion:** A special enemy type that requires a specific condition to be met in order to be defeated. Champions come in three types, and must be defeated using a weapon or **Subclass** effect that matches a champion type: Anti-Barrier, Overload, and Unstoppable. Unstoppable champions stopped by unstoppable effects, overload by overload effects, etc.
- **Character/Guardian:** The main character of Destiny 2 and the player's avatar. Three different **Classes** of guardians are available in the game, each with their own unique **Subclasses**: Titan, Hunter, and Warlock.
- **Class:** A subset of the player character. Titans, hunters, and warlocks are all unique classes and they each provide a unique skill set to complete various activities. Every player has at least one class, but can create a total of three different classes on one account.
- **Effects/Status Effects:** Unique, (usually time-based), actions that can be planned which result in either a benefit or burden to be placed on a **Guardian** or Enemy. Too many effects to list but most important types are ones which can subdue **Champions**.
- **Element:** A damage type within the game. There currently exist 6 unique damage types, and each one can be beneficial given the activity **Modifiers**. The 6 elements are Arc, Void, Solar, Strand, Stasis, and Kinetic.
- **Exotic:** A special type of gear containing unique gameplay-altering properties. Players can only equip one exotic **Armor** and one exotic **Weapon** piece at a time.
- **Gambit:** A specialized Player vs. Player vs. Environment activity where two teams of players compete. Each team must work together to complete an objective before the other team does. Additionally, the teams may present obstacles that hinder the other team's progress.

- **Loadout:** A combination of **Weapons** and **Armor**, often containing **Exotic** gear, which is used by the player to complete activities within the game. Thousands of options are possible given the volume of unique gear available.
- **Modifier:** Special global modifications to an activity that impact how a player must approach and complete it. Some require remaining grounded on the floor of the arena, while others cause certain **Elements** to be more powerful or special **Champion** enemies to appear during the activity.
- **Player Vs Enemy/Environment (PvE):** A game state where players are challenged and must defeat computer controlled enemies and work together within cooperative teams to succeed and clear the activity. PvE activities contain **Champions** and often numerous **Modifiers**.
- **Player Vs Player (PvP):** A game state in which players are pitted against each other in a battle scenario. Players are put on teams and challenge each other through numerous game modes and activities which promote and reward strong player movement and positioning.
- **Role:** A player's part in a **Gambit** team. There are four different roles: Collector, Sentry, Invader, and Reaper. Collectors move fast around the arena to complete the team's main objective, Sentries defend against the enemy team, Invaders attack the enemy team, and Reapers work against the environment to complete the team's main objective.
- **Subclass:** Unique abilities and play styles that are based upon every **Element** within the game minus kinetic. Each subclass has its own set of Anti-**Champion** capabilities to further promote further thought into which subclass to run for a given activity.
- **Vault:** A player-determined collection of **Armor** and **Weapons** that the player has decided to keep due to limited inventory space of their **Guardian**. The vault has a current total size of 600 spaces for the player to utilize as they wish. Many players have hundreds of gear saved in the vault and this gear can be easily transferred from the vault to the player inventory using 3rd party web applications.
- **Weapons:** Tools for the player to utilize against enemies and a critical component of finding success in an activity. Weapons come in three categories: Primary, Energy, and Heavy. Primary and Energy weapon types include hand cannons, pulse rifles, bows, auto rifles, scout rifles, sidearms, submachine guns, shotguns, trace rifles, sniper rifles, fusion rifles, grenade launchers, and glaives. Heavy weapon types include rocket launchers, machine guns, swords, linear fusion rifles, and grenade launchers. Note: A small number of **Exotic** weapons are equipped in slots different than specified above.