

'Destiny' video game soars at launch

September 10 2014, by Glenn Chapman



Actor Joe Manganiello plays 'Destiny' at the game's launch in Seattle, Washington, on September 8, 2014

Hotly-anticipated video game "Destiny" soared at launch, setting a trajectory intended to eclipse the blockbuster hit its makers had with "Halo."

"Destiny" from Bungie studio was the most pre-ordered new [video game](#) franchise in history, according to publisher Activision.

"Destiny is the game we've always wanted to make," Bungie president Harold Ryan said in a launch release.

"We've dreamt of this universe for years, so we couldn't be more thrilled to swing open the doors and let fans shape this experience as they tell their unique stories in the game."

The game puts players in the role of guardians of the last city on Earth, with enemies to battle; special powers to wield, and planets to explore.

Console processing power and Internet capabilities have been taken advantage of to create "an unprecedented combination" of play options from spontaneous co-operative online skirmishes to immersive solo action.

"Destiny has been a labor of love and a remarkable creative journey for everyone at Activision and Bungie," said Activision chief executive Eric Hirshberg.

"We feel that we have the opportunity to launch something huge – not just into the gaming landscape, but the pop cultural landscape."

Versions of "Destiny" were released for play on PlayStation 4 and Xbox One consoles as well as their predecessors the Xbox 360 and PlayStation 3.

Topping 'Halo'

Bungie is out to eclipse the enviable success it had with "Halo" with massive new science-fiction action title "Destiny."

Citation: 'Destiny' video game soars at launch (2014, September 10) retrieved 3 May 2024 from <https://phys.org/news/2014-09-destiny-video-game-soars.html>

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