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Dungeon defenders 360

October 19, 2011 (Windows and Xbox 360) PC, Xbox 360, Playstation 3, Android, iOS Dungeon Defenders (DD1) is a hybrid cooperative multiplayer video game that combines aspects from the action role-playing game and tower defense genres. Players can choose from many hero classes, each with their own defenses and combat attributes, while defending Eternia crystals from hordes of goblins, orcs, dark elves, and other creatures. In addition to building static defenses, players can fight with a huge arsenal of weapons and confidants (or pets). Synopsis See main article: The story long Ago, Etheria was once a land of living legends... Over the centuries, brave warriors throughout the kingdom stood together against the forces of evil, led by immortal beings known as the ancients... After a titanic battle, these champions locked away the power of the ancients in Eternia crystals. These legendary heroes have recently left their younger relatives responsible for the common castle tasks... Bored by their dreary tasks, the inexperienced students decide to play... And accidentally unleash an ancient force that has been dormant for a long time! - Gameplay In Dungeon Defenders, the player controls a character in 3D space to build defense/towers to defend one or more Eternia crystals against waves of enemies. He/she can also fight the enemy directly on foot. When the enemy destroys a core, it's game over. There are 4-12 Hero classes to choose from, each with its own defense sets (except the Barbarian) and combat attributes. The player can create any number of characters of any class and switch between them before/after a wave. Whoever uses them in combat wins experience points and eventually level-up. An abundance of loot, consisting of weapons, armor, pets and accessories, can be equipped and upgraded to heroes. The height of the EXP and the overall quality of the earned items depend on the mission, the difficulty level and the selected game mode. Up to four (4) players (six (6) for specific cards) can play together locally or online. Ranked Online mode is the highlight of Dungeon Defenders; Each game mode is available and many of the limited-time events are only playable online. Ranked data is stored on TrendyNet servers and is required to unlock Steam achievements, while open data is stored on the user's computer and provides access to downloadable mods from the Steam Workshop. Heroes DD1 first started with four original heroes: The Apprentice, The Little, Hunter and Monk. Eight other heroes were later included as DLC in the game: the Barbarian, Series EV, Jester and the cousins or counterparts to the originals: Adept, Countess, Ranger and Initiate. Some heroes perform better than others on certain jobs/roles. The Miners and The Countess are great at refuelling, while the Apprentice and Adept excel as tower builders. Originally published as Dungeon Defenders: First Wave developed DD1 was released on October 18, 2011 for PlayStation 3. The next day, Microsoft Windows and Xbox 360 versions followed via Steam and Xbox Live Arcade, respectively. Mac OS and Linux ports were released in 2012. Numerous paid download content packs for Dungeon Defenders were released from November 2012 to 2013. A Community Development Team (CDT) later worked with Trendy Entertainment (now Chromatic Games) to further update the PC version, add content for free, rebalance the game, and so on. The last update developed by the community and the last update for DD1 as a whole was released in November 2019. Reception and Distribution Dungeon Defenders Reception Aggregator PC PS3 X360 GameRankings 83.15% 80.85% 78.40% Metacritic 81/100 80/100 77/100 Publication PC PS3 X360 Gamespot 6.5/6.5 /10 GameSpy 4/5 GamesRadar 7/10 7/10 7/10 IGN 8.5/10 8.5/10 8.5/10 Official xbox Magazine 9/10 TeamXbox 6.5/10 After its initial release, Dungeon Defenders received positive reviews from critics. By February 6, 2012, the game sold over a million copies. Legacy Dungeon Defenders was re-released in July 2014 with updated content as Dungeon Defenders Eternity. However, his negative reception led Trendy to leave and stop selling the game permanently. Cards and enemies from eternity were later ported from the CDT to the PC version of DD1. A real sequel titled Dungeon Defenders II was released in June 2017. An Unreal Engine 4 remaster of the first game, Dungeon Defenders: Awakened, was released in May 2020. Although Dungeon Defenders 1 will no longer receive official updates, former CDT members IHDC and Mischief released a total conversion mod for the PC game: DD1 Redux on August 3, 2020. Gallery Add a photo to this gallery References One Million: /www.joystiq.com/2012/02/06/dungeon-defenders-hits-a-million-paid-downloads/ DD Eternity; Final Update: DD1 Redux: Dungeon DefendersXbox Live Arcade Cover artDeveloper(s)Trendy EntertainmentPublisher(s)Reverb Triple XPEngineUnreal Engine 3Platform(s)Microsoft Windows, Xbox Live Arcade, PlayStation Network, iOS, Mac OS X, Linux, AndroidReleaseiOSNA: December 15, 2010Android December 2010Windows, XBLAWW: October 19, 2011[1]PS3NA: October 18, 2011[2]EU: December 21, 2011Mac OS XNA: March 15, 2012LinuxNA: December 19, 2012[3]Tower Defense, Action Role Game Mode(s)Single Player, Multiplayer Defenders developed a multiplayer video game by Trendy Entertainment that combines the genres of tower defense and action role-playing game. It is based on a shop window of Unreal Engine 3 called Dungeon Defense. [4] The takes place in a fantasy setting where players control the young apprentices of wizards and warriors and defend themselves against hordes of monsters. [5] The sequel Dungeon Defenders II was released in 2015. Gameplay Dungeon Defenders is a mix of tower defense, role-playing and action adventures in which one to four players work together to protect one or more Eternia crystals from destruction by waves of enemies, including goblins, orcs, goblins, ogres, and wyverns. The game has a number of levels, consisting of about five total waves, through its campaign mode or other levels as part of challenges; Some of these levels may contain a final wave that includes a boss battle against a unique opponent. Players defend crystals by creating, maintaining, and improving either magical towers or other defensive elements that damage or distract the enemy monsters, or by using melee and long-range attacks to defeat enemies directly. In case of simpler difficulties, players have an indefinite time before a wave to study the map of the level, to see where monsters will come from and how or how many monsters will fall and be defended, and to manage the characters' gear. Traps and defenses are limited by the available mana that the character has - more mana can be obtained by defeating monsters or opening chests that appear between waves - as well as a total defense value for the level that limits the number of traps that can be placed. The characters can be damaged by enemy attacks and can be killed in combat, but will reappear after a few seconds, unless the hardcore mode is selected. If an Eternia crystal has done too much damage, it will be destroyed and players will lose that level. The successful defense of a wave gains the experience points of the characters based on the difficulty plus additional bonuses, namely to prevent any damage to the crystals, prevent damage to your character and only use weapons to kill monsters; Successfully completing all waves of a level will earn players a great mana boost. Monsters will also drop items that can be sold for extra mana. The difficulty of the level is determined by the hosting player after selecting a level; The strength, number and types of monsters they are exposed to are affected by this selection and the number of players in the game, as well as the quality of the equipment that can be generated as a reward. The player has additional options, such as.B. unlimited time between waves, instead of forcing players to prepare for an upcoming wave on a countdown timer. For the campaign levels, players must work through each level before unlocking the next one, but can return to previous levels to try to improve their performance, challenge the level with a higher difficulty level, or simply learn better rewards. Characters are persistent for a player. The player can manage any number Characters, although characters are kept separate between trendy rated servers and for unrated games. The characters are selected from the available character classes: Four were shipped with the game, while additional classes were added in the form of downloadable content in the Microsoft Windows version. [6] Each class has a unique set of falling traps or defenses, a specific set of weapons they can equip, and two special abilities they can use in combat. As the character ascends with the mana experience, the player can assign points under a number of characteristics that affect the character or the traps or defenses he interprets. Additional bonuses for these features may come from the equipment with which the character is equipped. New gear can be purchased with Bankmana either in the game store or in other players' auctions, dropped by killing monsters, or collected as rewards after defeating waves of enemies. Banked Mana can be spent to upgrade equipment so that the player can improve the bonuses that the gear offers the characters. The player maintains separate inventories of devices on the ranked and unranked servers, but this inventory will be common for all player characters in this mode. Release Dungeon Defenders was announced on August 25, 2010 and was released on Xbox Live Arcade, PlayStation Network and PC. [7] Support for The Move accessory is planned for inclusion in the PlayStation Network version. [8] Mark Rein of Epic Games has explained that there will be cross-platform games between the PlayStation 3 and the PlayStation Vita. [9] The game was released on Steam on October 19, 2011. [10] In November, there was a development kit as a free DLC that contained the game's source code. [11] Receive This section needs to be expanded. You can help by adding it. (December 2012) ReceptionAggregate scoreAggregatorScoreMetacritic(First Wave) iOS: 66/100[12]PC: 81/100[13]PS3: 80/100[14]X360: 77/100[15]Review/Publication scoresScoreGameSpotX360: 6.5/10[16]GamePC: [17]GamesRadar+PC/PS3/X3 60: 7/10[18]IGNPC/PS3/X360: 8.5/10[19][20][21]OXM (US)X360: 9.0/10[22]TeamXboxX360: 6.5/10[23]TouchArcade(First Wave) iOS: [24] Critical Reception Dungeon Defenders received generally favorable reviews. On the review aggregator website Metacritic, the game reached totals of 81, 80 and 77 out of 100 for PC, PS3 and Xbox 360. [13] [14] [15] Sales Dungeon Defenders sold over 250,000 copies in the first two weeks of release[25] and by the end of 2011 more than 600,000 times. [26] In February 2012, the game's publisher scored over a total of one Sales via Xbox Live, PlayStation Network and Steam. [27] Dungeon Defenders: First/Second Wave First Wave is the mobile version of Dungeon Defenders and was one of the first Unreal Engine 3 games for iOS and the first available on Android, with a current patch patch Cross-platform multiplayer gaming between the two mobile operating systems via GameSpy. Second Wave was a mobile version of Dungeon Defenders. It was free on the Google Play Market, but paid in the App Store. It had a revised menu system and improved controls. As of December 2012, it will no longer be available on the Google Play Market. Dungeon Defenders Eternity Dungeon Defenders Eternity was released on July 22, 2014. It has rebalanced the heroes and enemies of Dungeon Defenders and redesigned the loot system of the original game. It includes an early version of Playverse, the server system designed for Dungeon Defenders 2 to improve cross-platform support and prevent hacker attacks. [28] The game received mostly negative reviews from Steam customers because there was no single-player game on the first day of release and microtransactions were recorded. Sequel's Dungeon Defenders II was announced for PC and PlayStation 4 before the 2013 PAX East Convention to be playable and start a beta period. [29] The sequel offers a similar gameplay. The game is free to play with microtransactions to unlock certain heroes that can otherwise be earned by playing. Dungeon Defenders 2 was released on Steam Early Access on December 5, 2014 and became available on PlayStation 4 on September 19, 2015. [30] The game was released by Early Access as a fully launched product and released on Xbox One on June 20, 2017. [31] Dungeon Defenders: Awakened was announced in March 2019 by Chromatic Games, the new name for Trendy, after some corporate rearrangements. It was originally supported by a successful Kickstarter in the same month. The game, although set narratively according to Dungeon Defenders II, is established to the graphics and playing style by the first game, but with several additional gameplay updates. [32] The game is scheduled to be released on Microsoft Windows and Nintendo Switch in the first quarter of 2020, while PlayStation 4 and Xbox One will be released in the following quarter. Players who pre-ordered the game for each platform were given access to the beta version of the title, which was launched on November 22, 2019 on Microsoft Windows. [33] The game will launch on February 21, 2020 in Steam's Early Access. [34] References: Phillip M. Asher (June 3, 2011). Dungeon Defenders Takes over PSN October 18 with Move, 3D Support. PlayStation Blog. PlayStation.com. Retrieved September 4, 2013. IGN employees (23 August 2011). Dungeon Defenders enters the combat phase with an official release date. Ign. Retrieved September 4, 2013. 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