

The game developer banned the player due to his mistake and the bitter ending

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The roguelike Descent mode was released in The Division 2 earlier this year, allowing 1-4 players to face off against waves of enemies on their journey to earn skills, qualities and weapons.



In the context of The Division's story, this is a training simulator for agents, in gameplay more realistic it is seen as a test collection for character building as you will start the mode with no special equipment, advantages, or skills and you grow slowly.

However, instead of releasing patches to fix the bug, Ubisoft has opted to impose sanctions on players who intentionally violate it. As a result, they will be banned from playing for two weeks if they take advantage of this bug in The Division 2.



Apparently, Ubisoft is trying to deal with this incident. However, this is also partly due to a release error when letting this bug go on for a while and not guaranteeing the stability of the game.

Furthermore, those punished simply took advantage of the bug, without using third-party software or breaking the rules and cheating in The Division 2. As a result, Ubisoft's decision has been widely criticized, with many arguing that speeding up is always a goal that gamers aim for, as long as it doesn't violate the laws or rules of the game.

Bugs made by developers, and players simply taking advantage of it, cannot be considered cheating. In this case, Ubisoft should take the main responsibility instead of trying to punish the players who discovered and took advantage of the bug. **Currently, the number of The Divisions 2 players has also plummeted after this decision of Ubisoft.**

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