Grand Failures

Grand Coders

GRAND CODERS
GRAND FAILURES

by R.L. Douglas

Grand Coders - Grand Failures by R.L. Douglas
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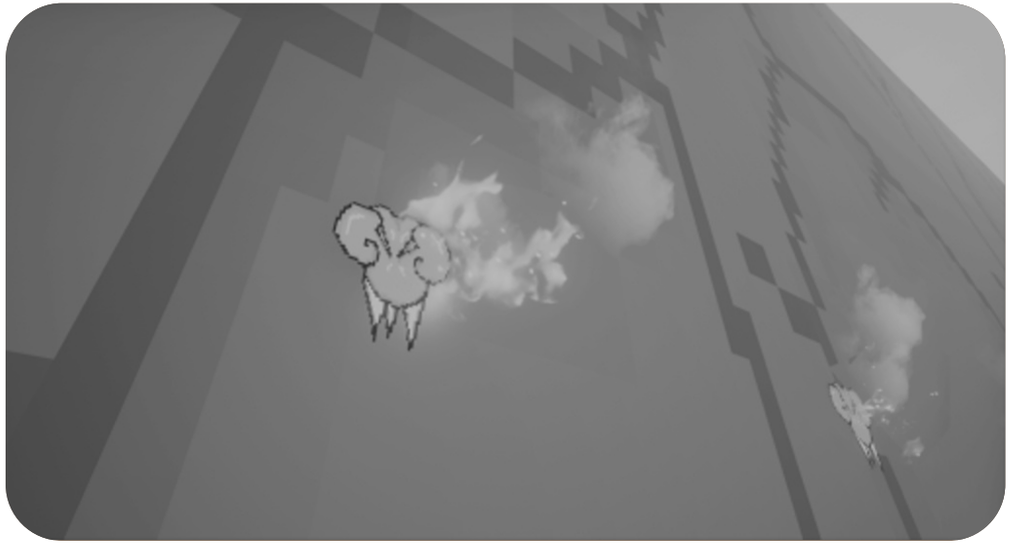
The short existence of one-man 'company' that led into different directions:

Discipline
Production
and a shitty game.

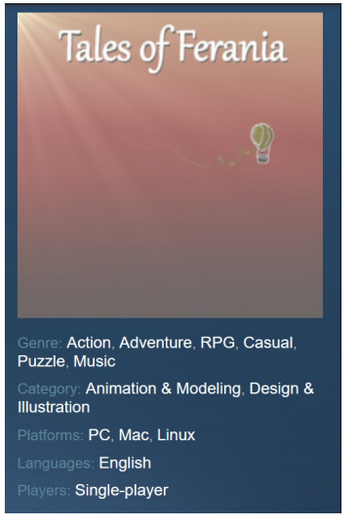
From fantasy to sci-fi, Grand Coders, a one man army tried to make it all. Our first journey began in 2015, on a kitchen table with an old Dell Inspirion 1520 a 2008 laptop. Great start isn't it?

The fantasy world of Globiuz wasn't yet drafted, but the lure to make a start-up was always there. We have tried coding our first game, ClawJam & Toe in Unity, later on switching to the Unreal Engine - we bought a new and powerful laptop!



Later on the title was dropped for the 'Tales of Ferania' and 'World of Ferania', for it had more of fantasy elements than before.

First hand drawing of the Crustacean character.

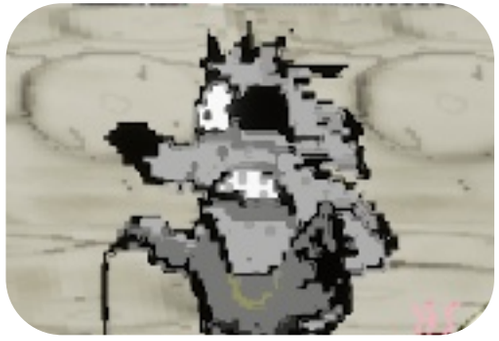


The story of the Globiuz game (World of Ferania) starts with the main character named Claw. He is a Crustacean! A crab-like creature, described in the Globiopedia!

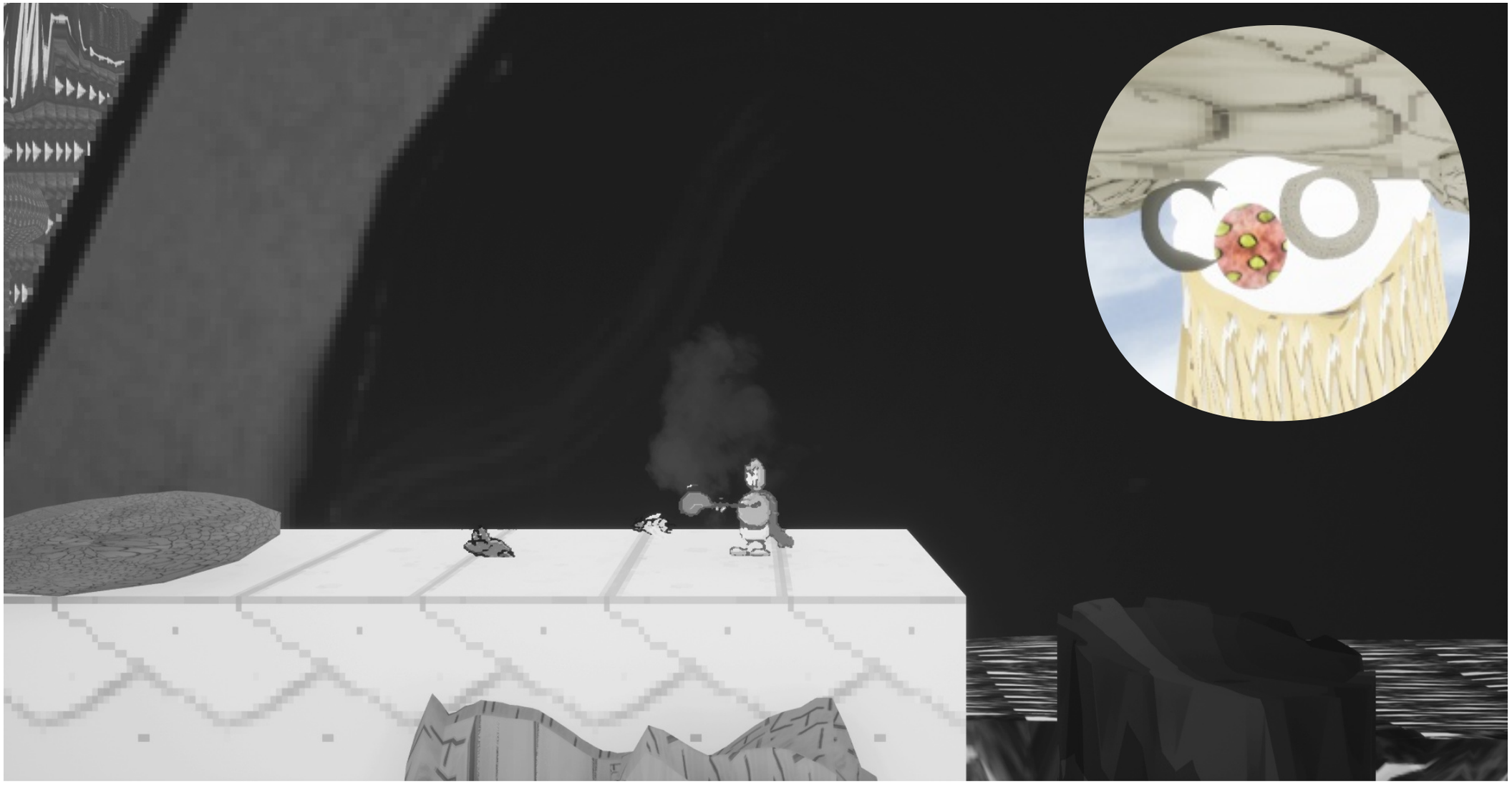
On the right side of the screen you seen a Hedgen (a humanoid hedgehog).

Imagination levels of this game were astral.

I see you're Crustacean heading towards a
the middle of it you will face death...



WHAT ELSE COULD BE SAID HERE?

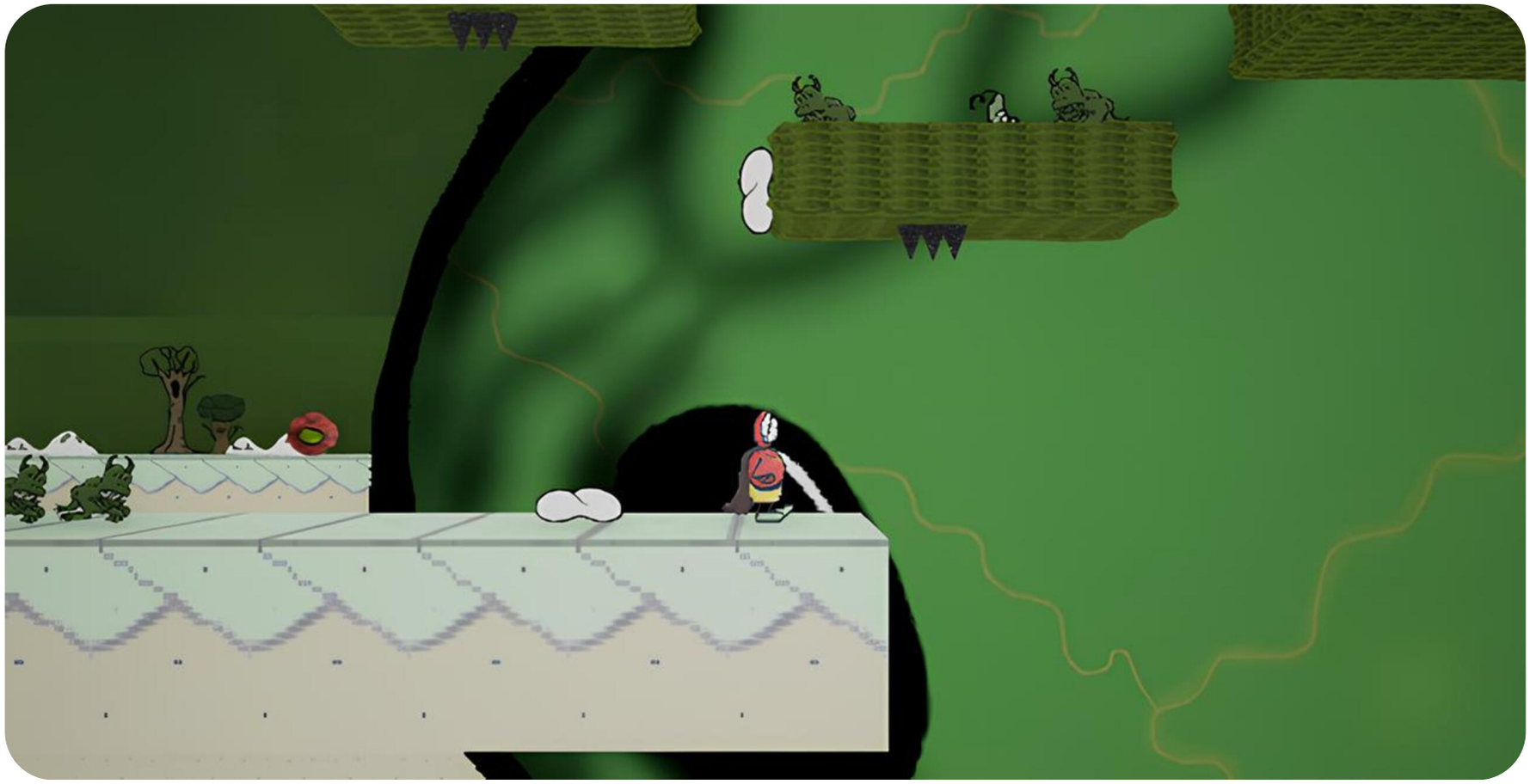


In Unity 4 everything was simple and fair, you see the code, Head.cc, Functions.cc, etc, you sub-function and branch out in C#, you understand the basic structure of programming. In the Unreal Engine everything was unreal.

Visual nodes - was something proprietary and made by that specific company, but when you tried to open them in C++ editor via third party editior like MS Visual Studio - it was a disipiriting horror. Nothing was made for humans there - pure machine horror.

The story begins with this Crustacean fellow named Claw, the Crustaceans in the village of Legumer, right at the giant Legume tree. There are a lot of legumes in Legumer, didn't you know?

These cushions were something in between pillows and beans. Claw, or the Crustacean of the Globiuz universe, in early imaginations was percieved as a teenager crab. For design purposes he was added a chain and a cape, reminding a superhero - another stereotype we have tried to replicate. However, it worked with his image.

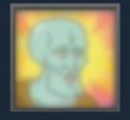


These toads had butts and they were very agile and dangerous!

Toads had butts!!!

This what you get when 2D paintings are skinned over 3D models made in Blender.

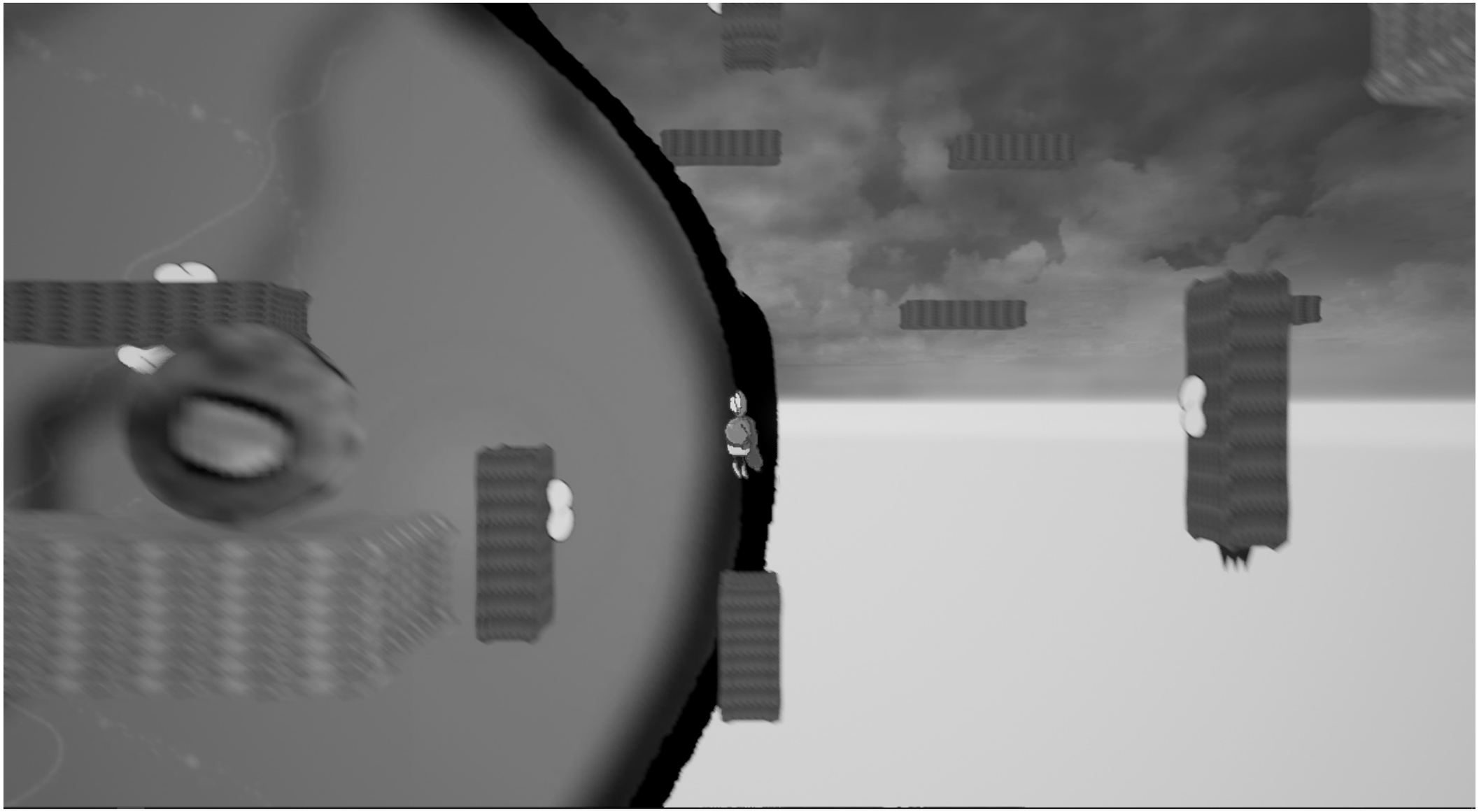
Not many game start-ups used such heavy tools just to make the simple 2.5D platformer, but we wanted the cinematic experience. To win an Oscar™, to be precise.



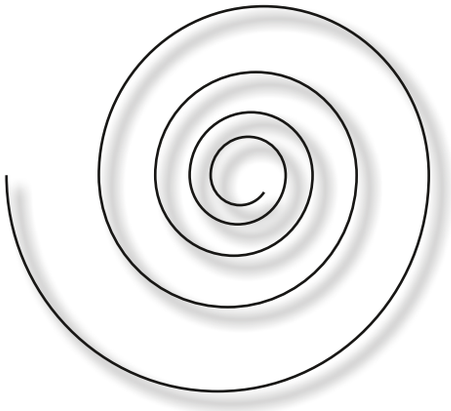
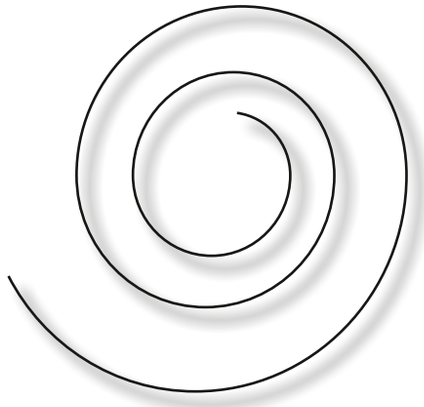
FerrousBueller Nov 15, 2016 @ 8:10pm

At first, I wanted to upvote this. I like weird and unusual games. But I'm sorry; after seeing what the gameplay looked like I'm going to have to vote "no". It just looks too simple and boring to hold my interest for very long. Sorry. I do like the character art, though. It reminds me of a bizarre nightmare world like "Salad Fingers" or "Fantastic Planet".

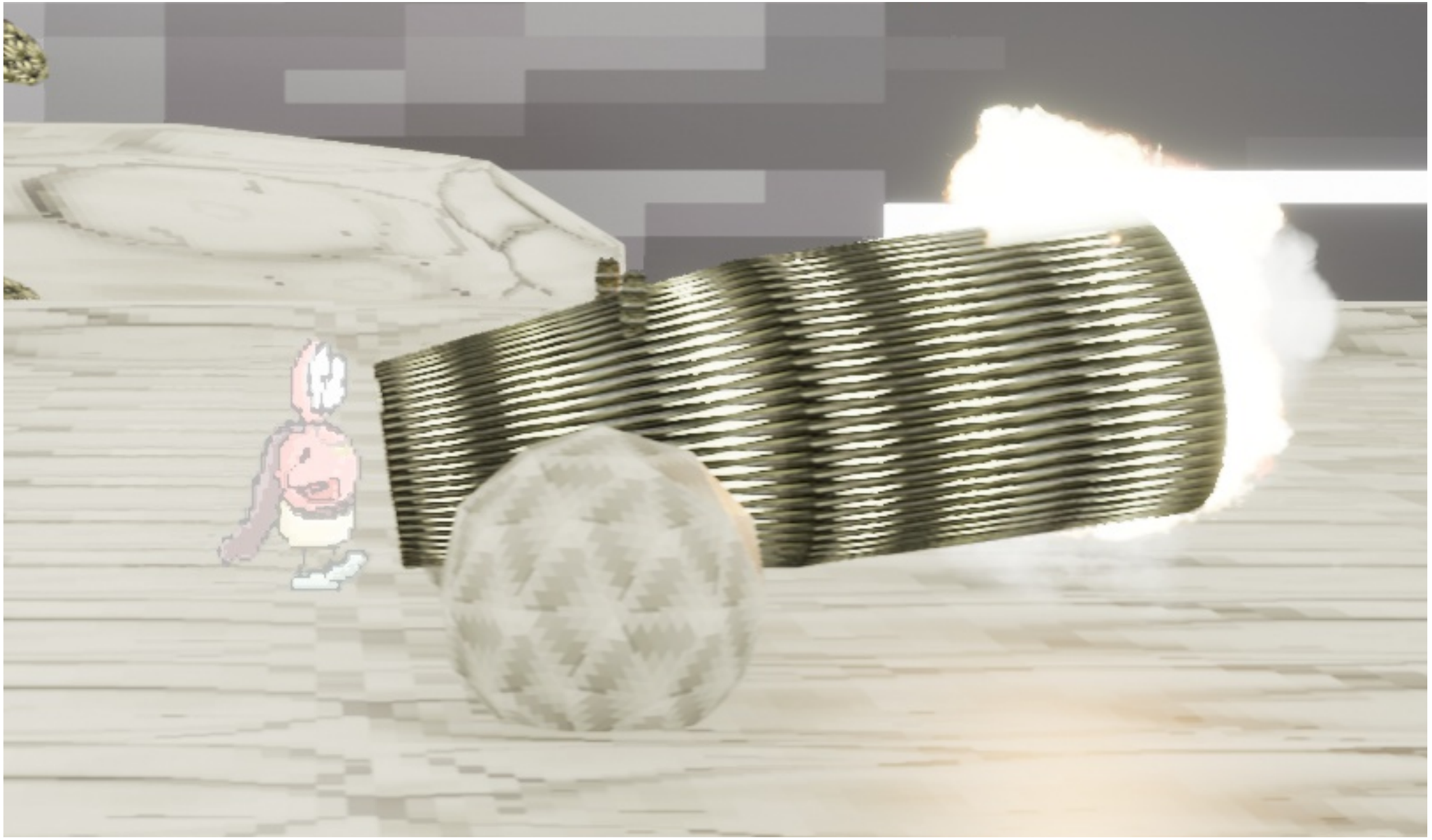
Don't you like excuses?



Jump-pads worked in all 4 directions: sending you on spikes, or springing you off the ground!

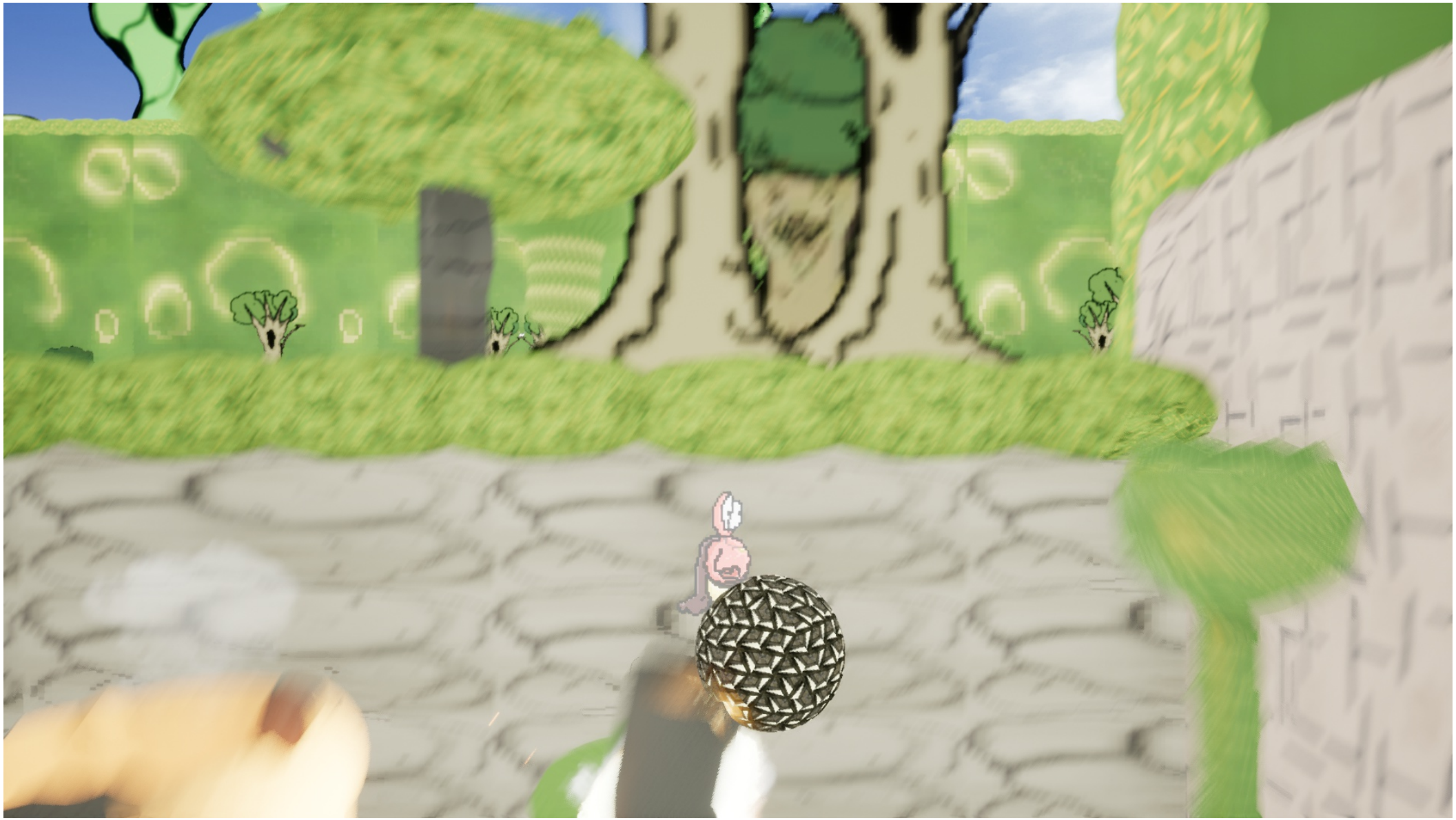
He loved cannons, especially shooting them



We made simple weapons - cannons, to destroy all the Toads, Ghosts, Bees, Blobs and other unwanted elements of the insane environment.

Crustacean was ready to break the walls in order to find the way to the Clock Quarry.

It was even possible to launch off the main character on the cannon ball, if you had enough of time to hop on it, after the trigger initiation.

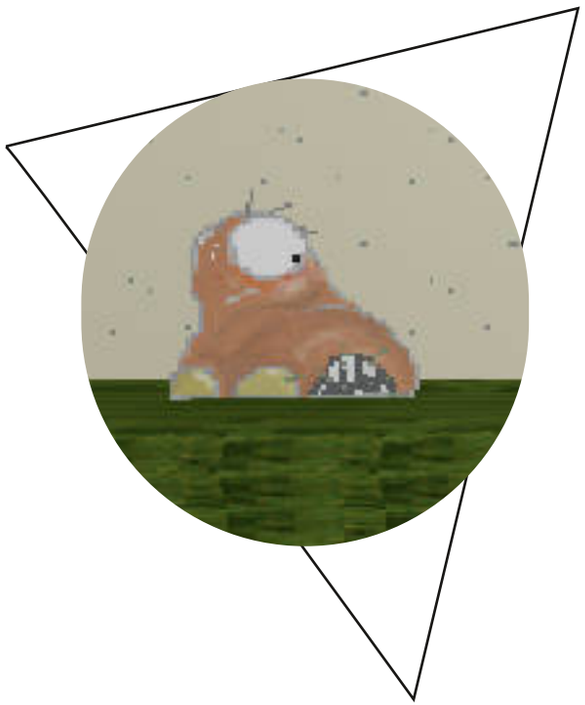


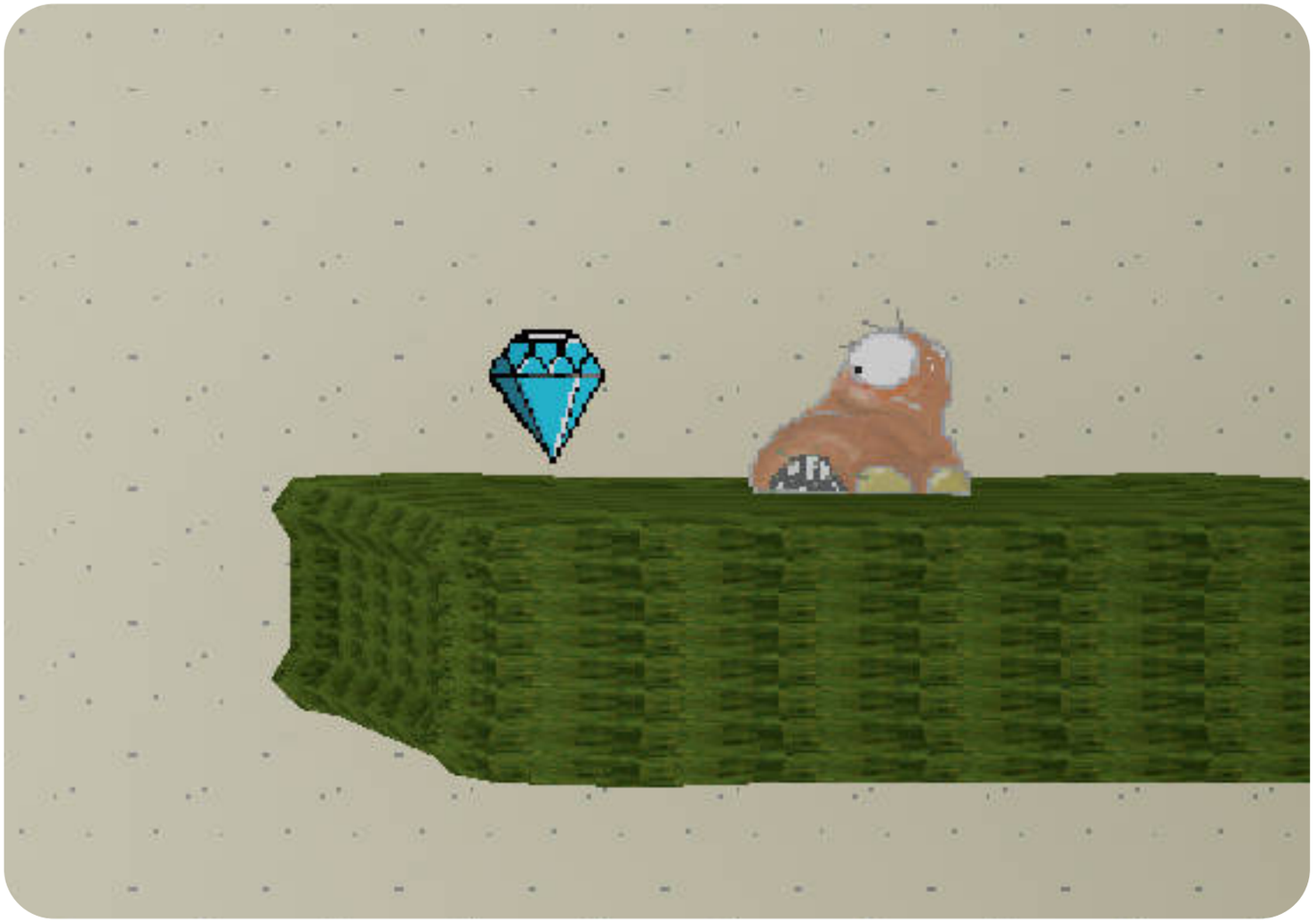
Landing on enemies was also though out as an attack. Effects of the Unreal Engine were something special.

Teleportation into different levels and even location was feasable. According to the story, the Crustacean was looking for his elf friend, in order to find the location to the Clock Quarry.

He had too much of coffee. These monsters are unknown, but you can write another book about these weirdos.

I believe they were called Grasseaters (or Blobs) during the game production and were used as a pawn level of an enemy.



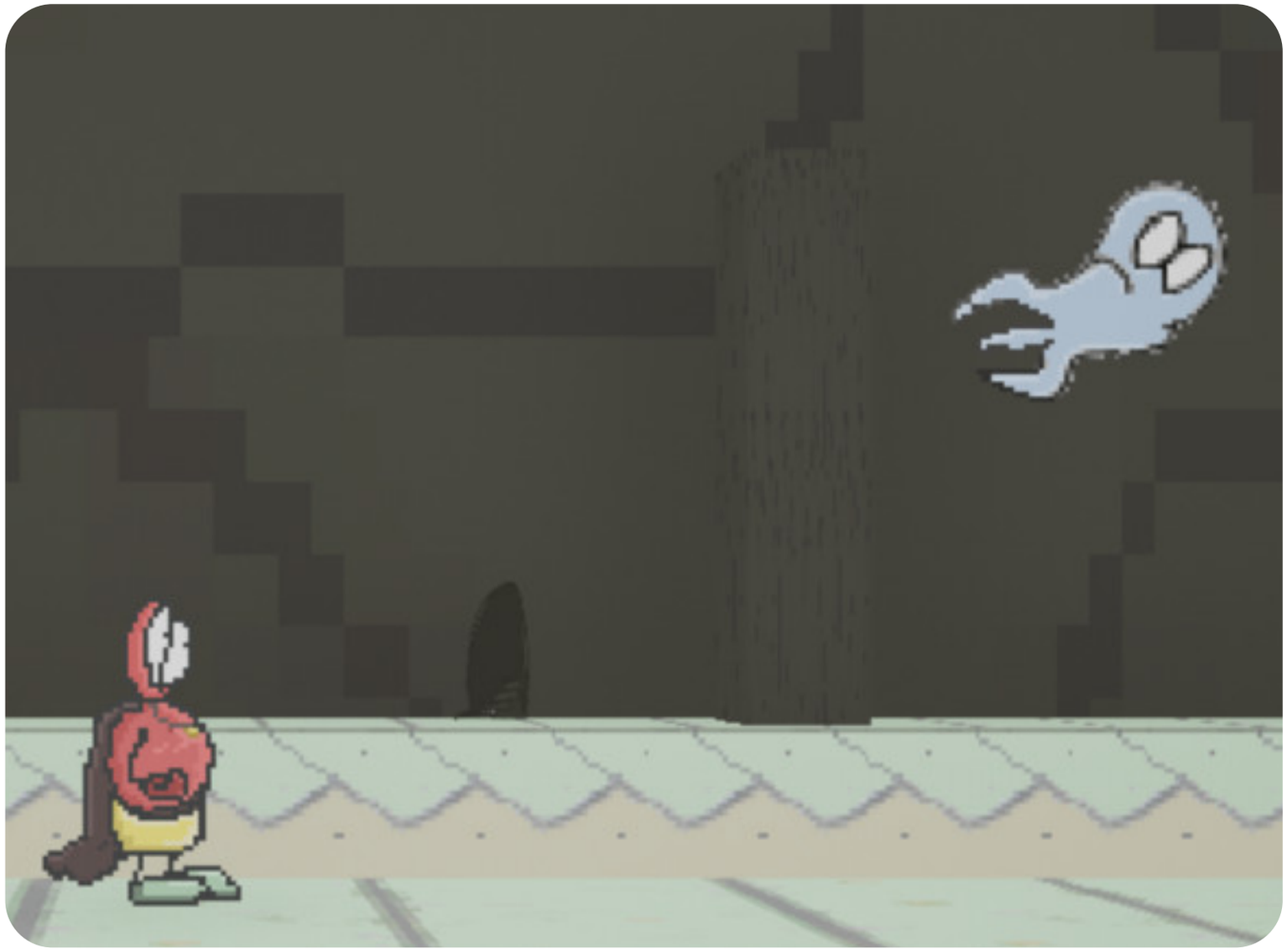


HE LOVES GRASS!

Bizzare and foggy locations of undergrounds. Globiuz was rich on such places, so Claw was strolling like a dumbass, in order to evade the flying spooks!

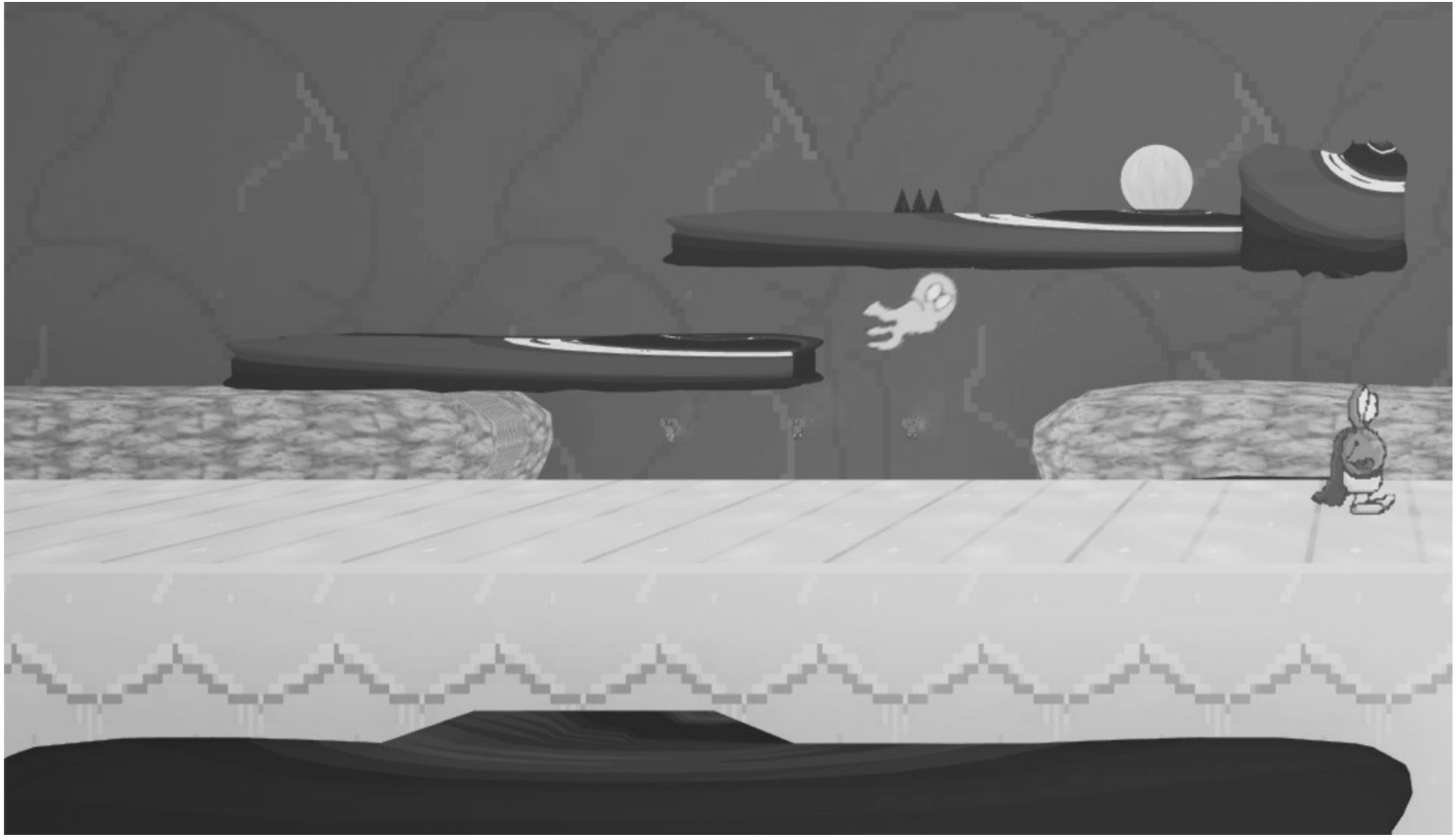
And there were strange creatures, ghosts and goblins. Claw had never had a slightest idea of where they came from. His Crustacean guts were telling him they were coming from the cloak of hell.

Something was luring him to find out the secret of the Clock Quarry. But where was his friend, the Leguboid elf from Legumer?

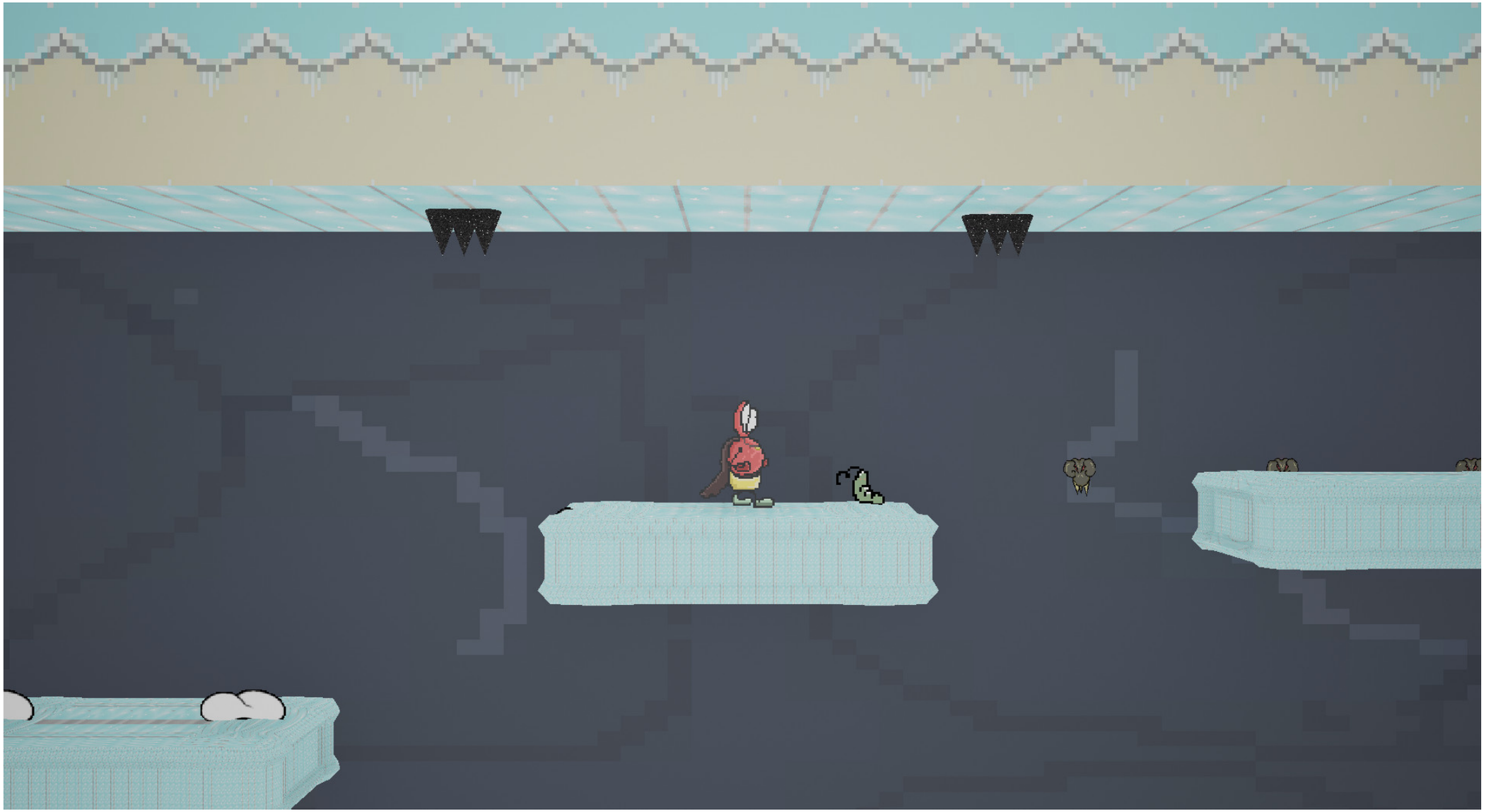


Crustacean had stong hands, but a timid arse, so jumping on those spikes was a bad idea.

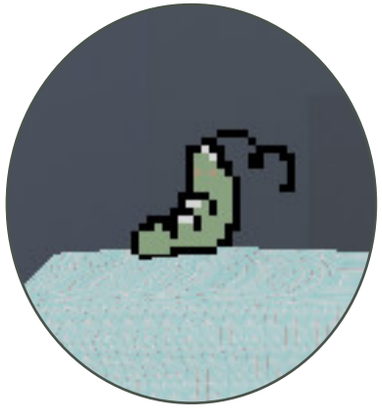
Flying spooks were in 3D motion, flipping sides when the subject was turning away. Ghosts were dangerous and Claw knew that.

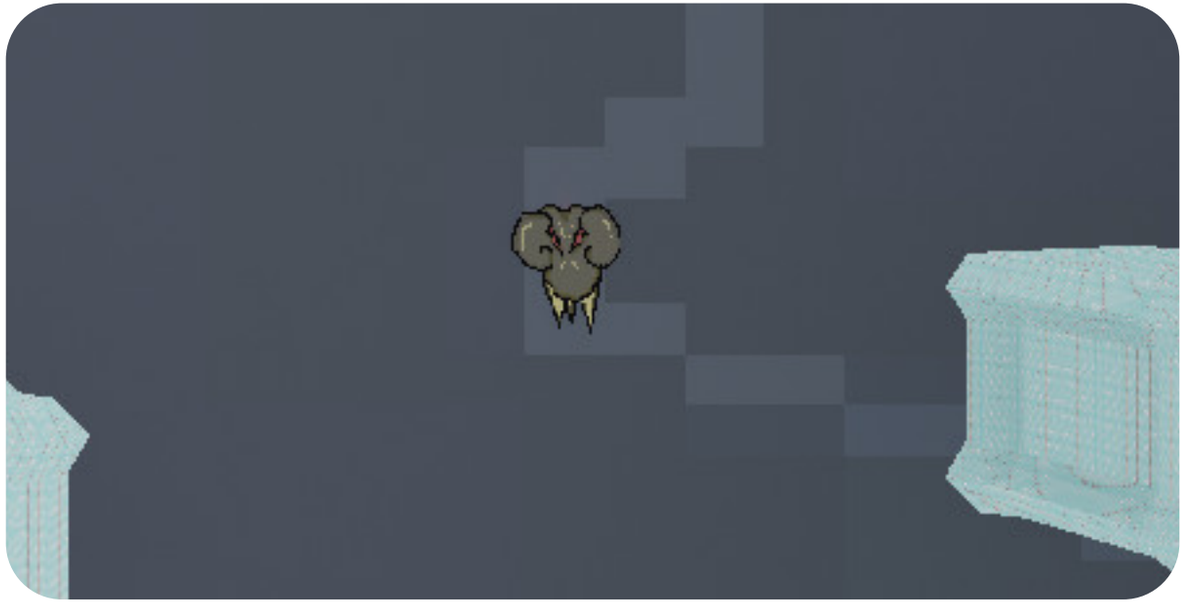


When the cold shores of Perenial emerged, Claw realized that walking afoot will take him miles to go. The snowmobile, right at that moment, would have been handy.



Beans were replenishing health of the Crustacean



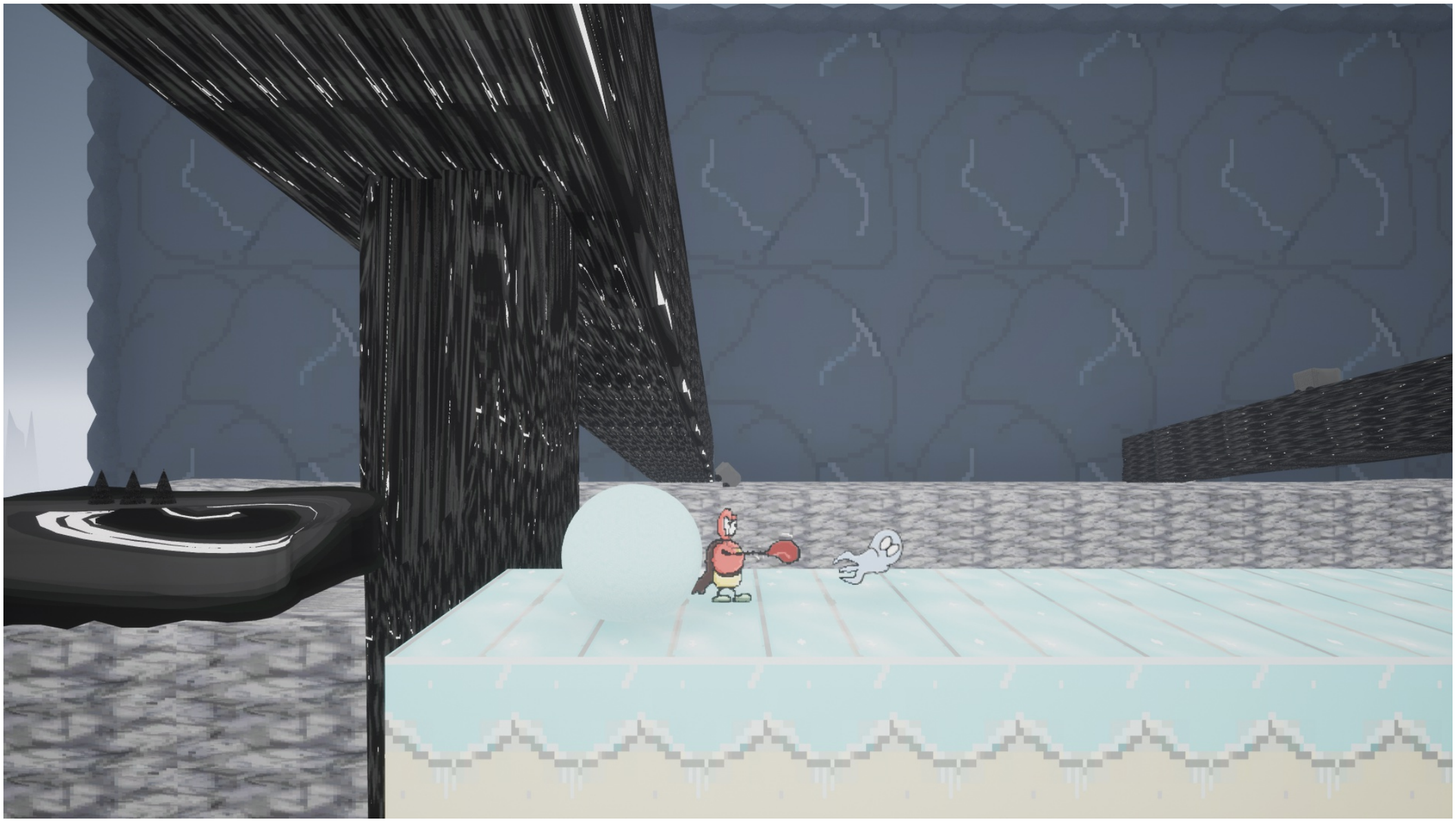


In freezing ice Claw was wading along the ice beds of Perenial!

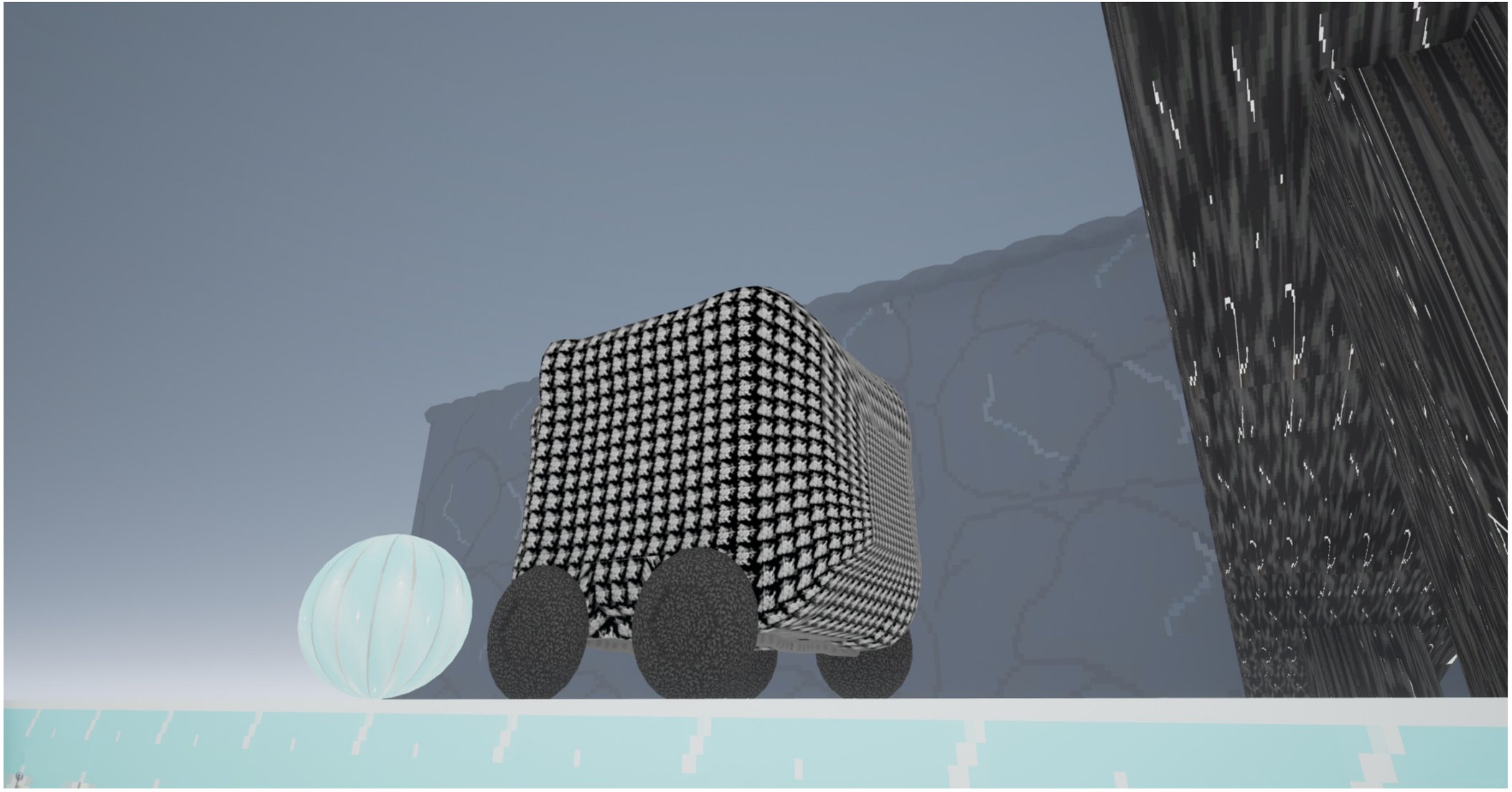
He never knew how he was teleported to this strange, desolate place full of demons, spikes, Icebles, wild Paglots and vehicles with no windshields!

Damn, morbid Tantal!

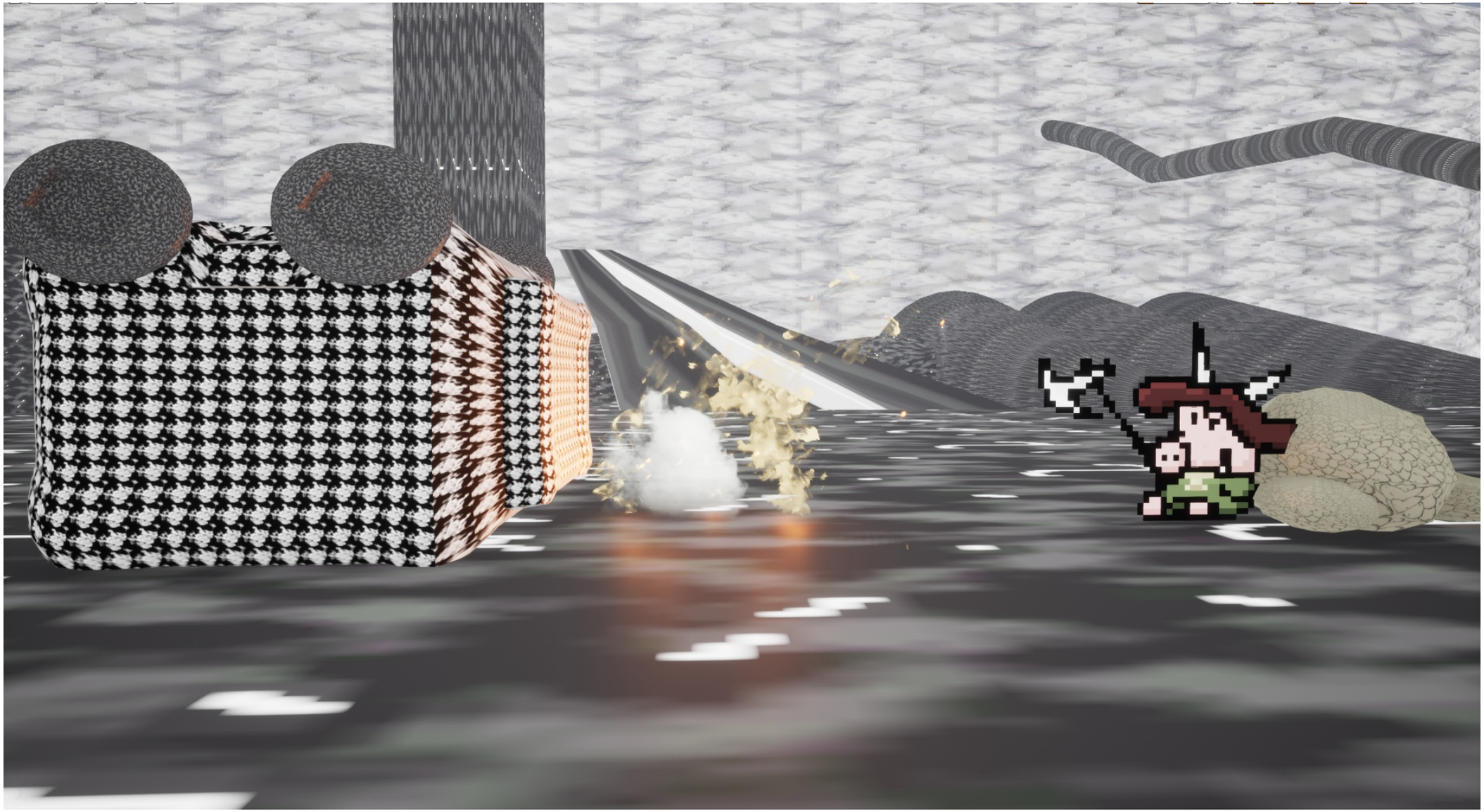
It was a perfect time to use his fighting skills. The Crustacean had strong claws and boxing out the spooks during winter was a feasible competition. It was cold and he was cutting distance of the damned Perenial. Bridges and tunnels were ahead. He needed some transportation!



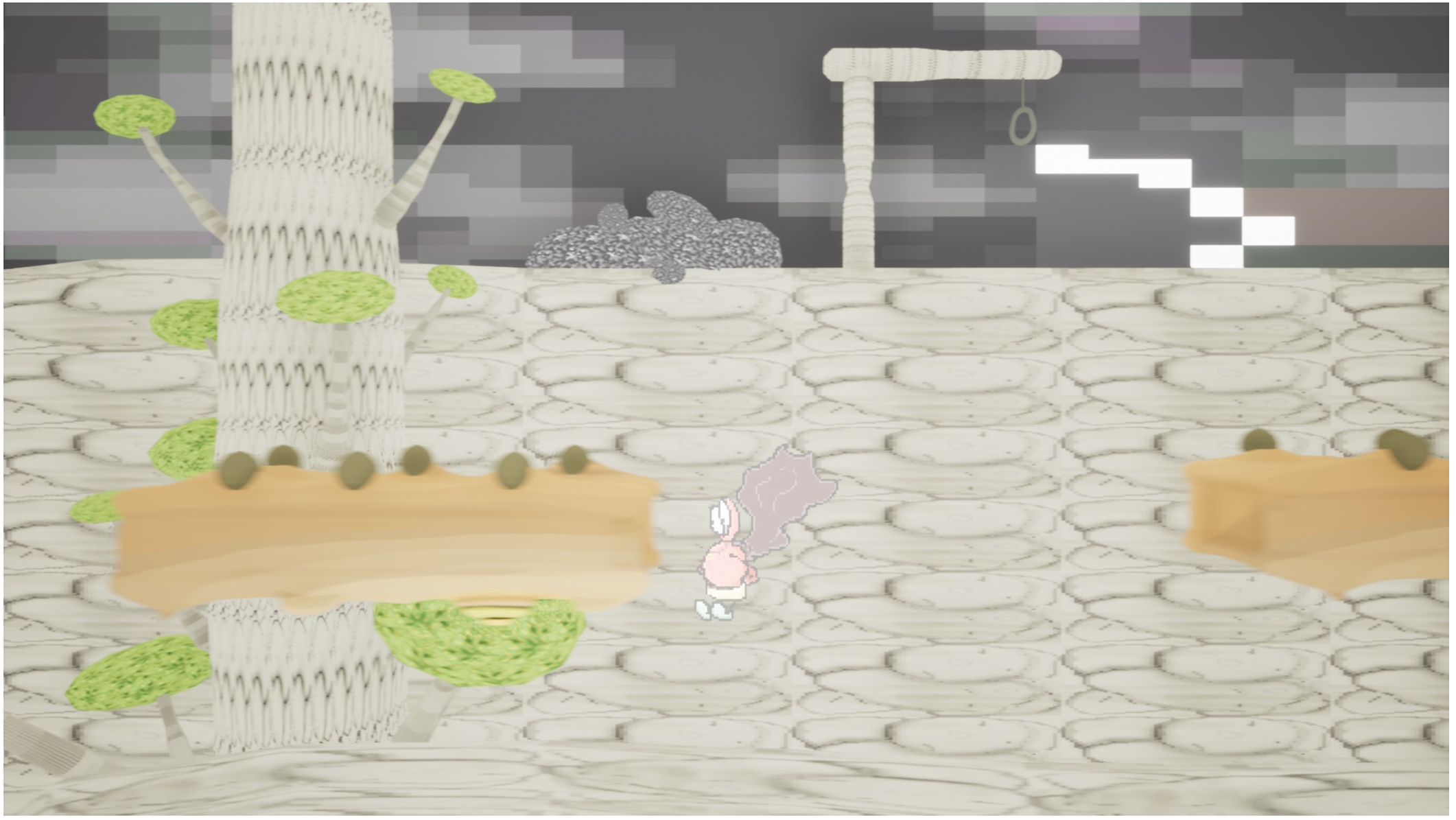
He needed a snowmobile - and he had gotten one. Without a windshield! But it worked!



Snowmobiles were also used for heating, at least for local Paglots.

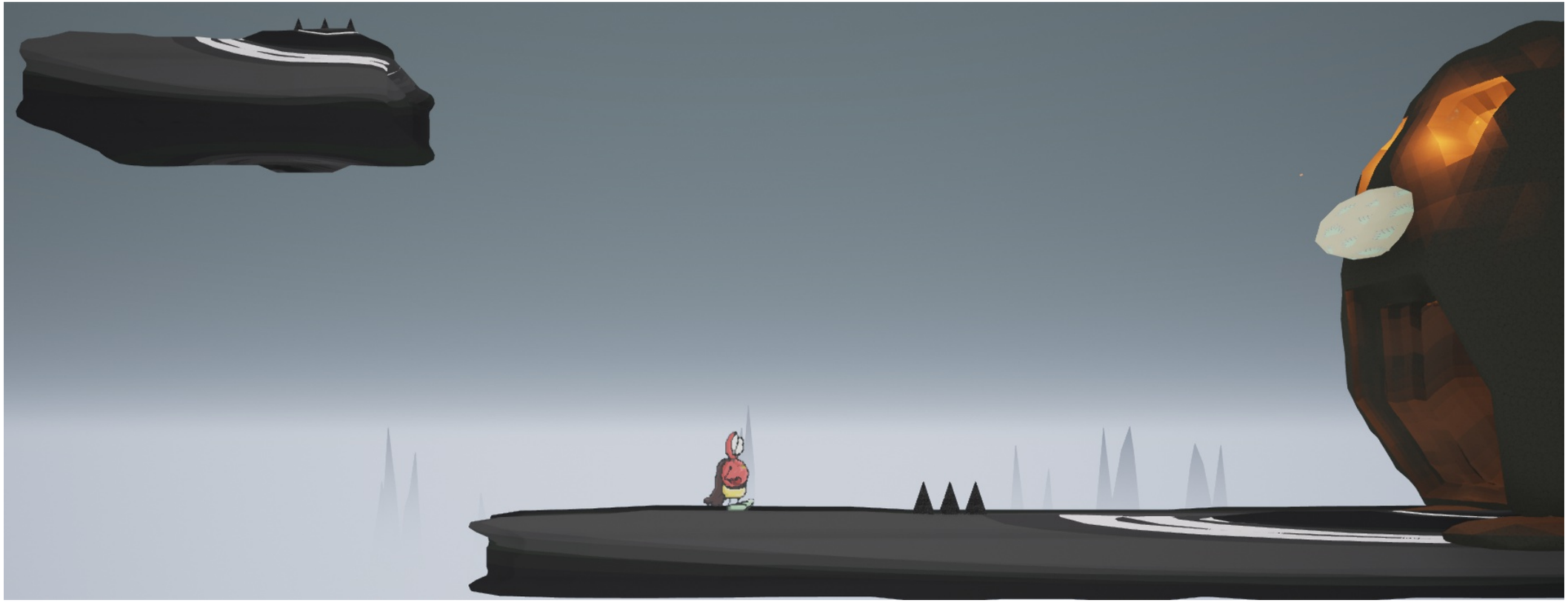


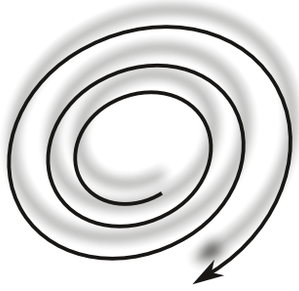
Gallows and weird plants with retracting roots, charcoal piles and moving platforms.

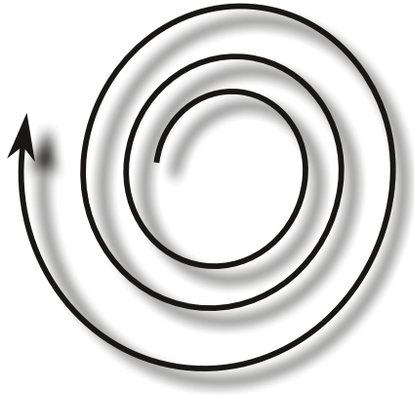


Platformer - literally.

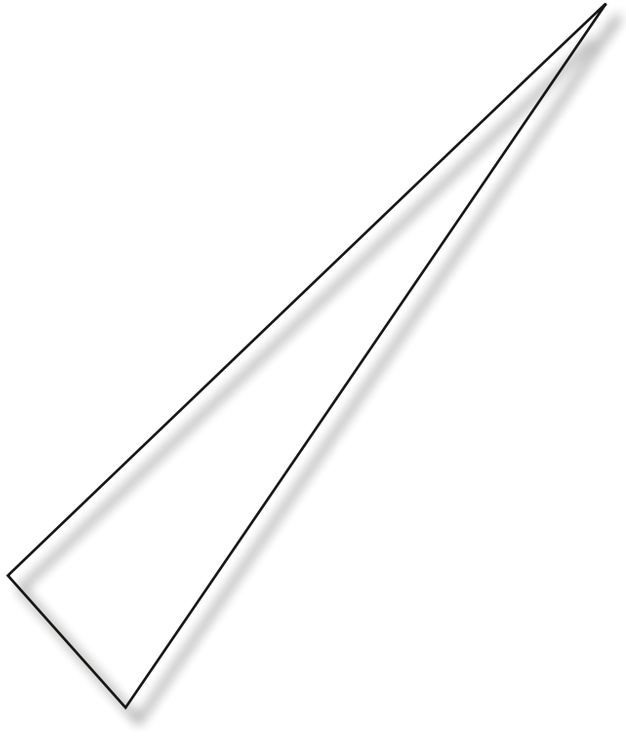
Thank you, it's a book now.

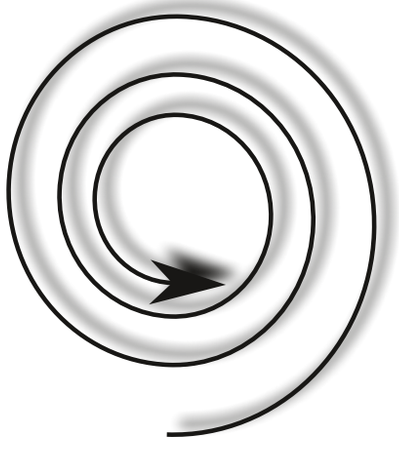




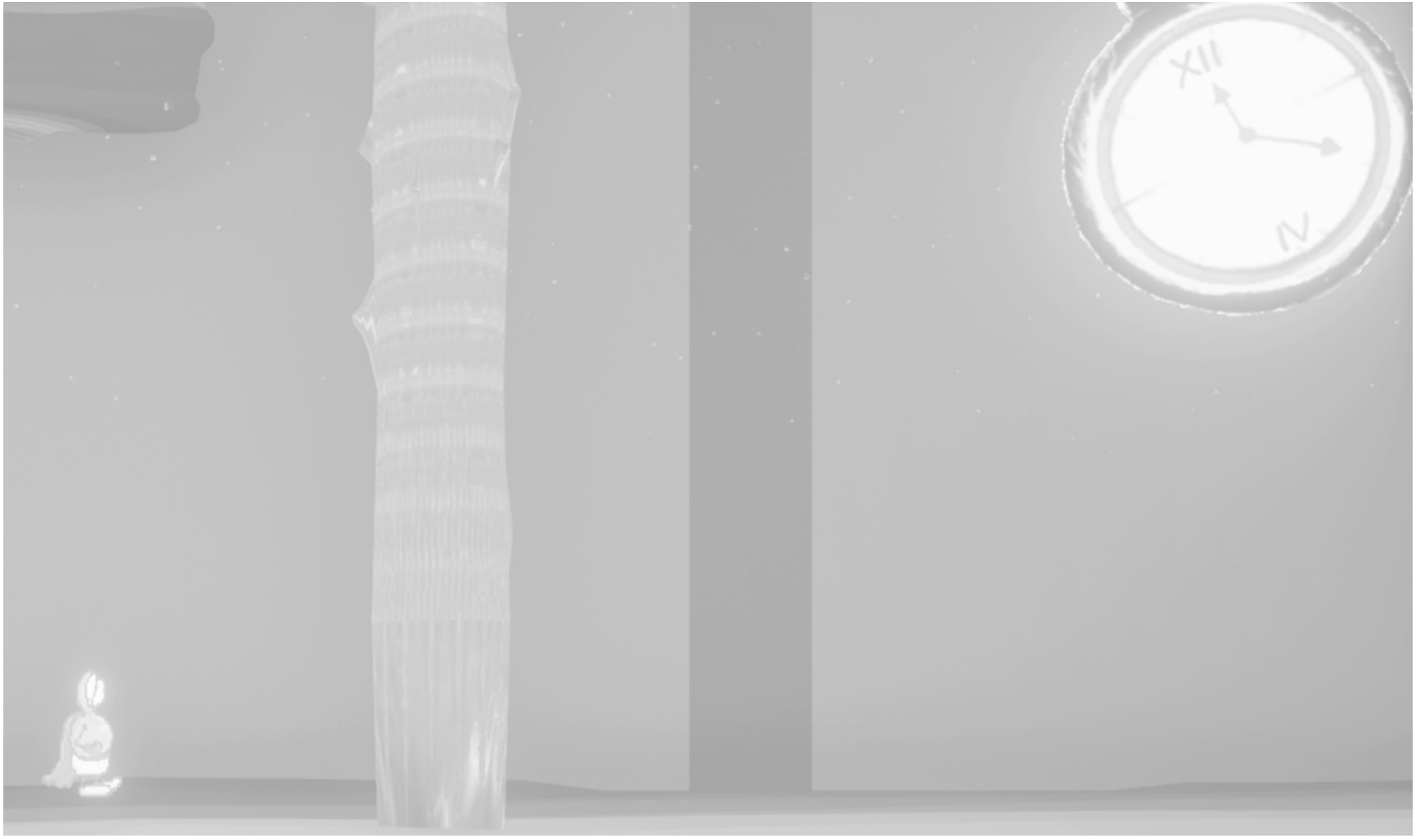


Time waits for no one



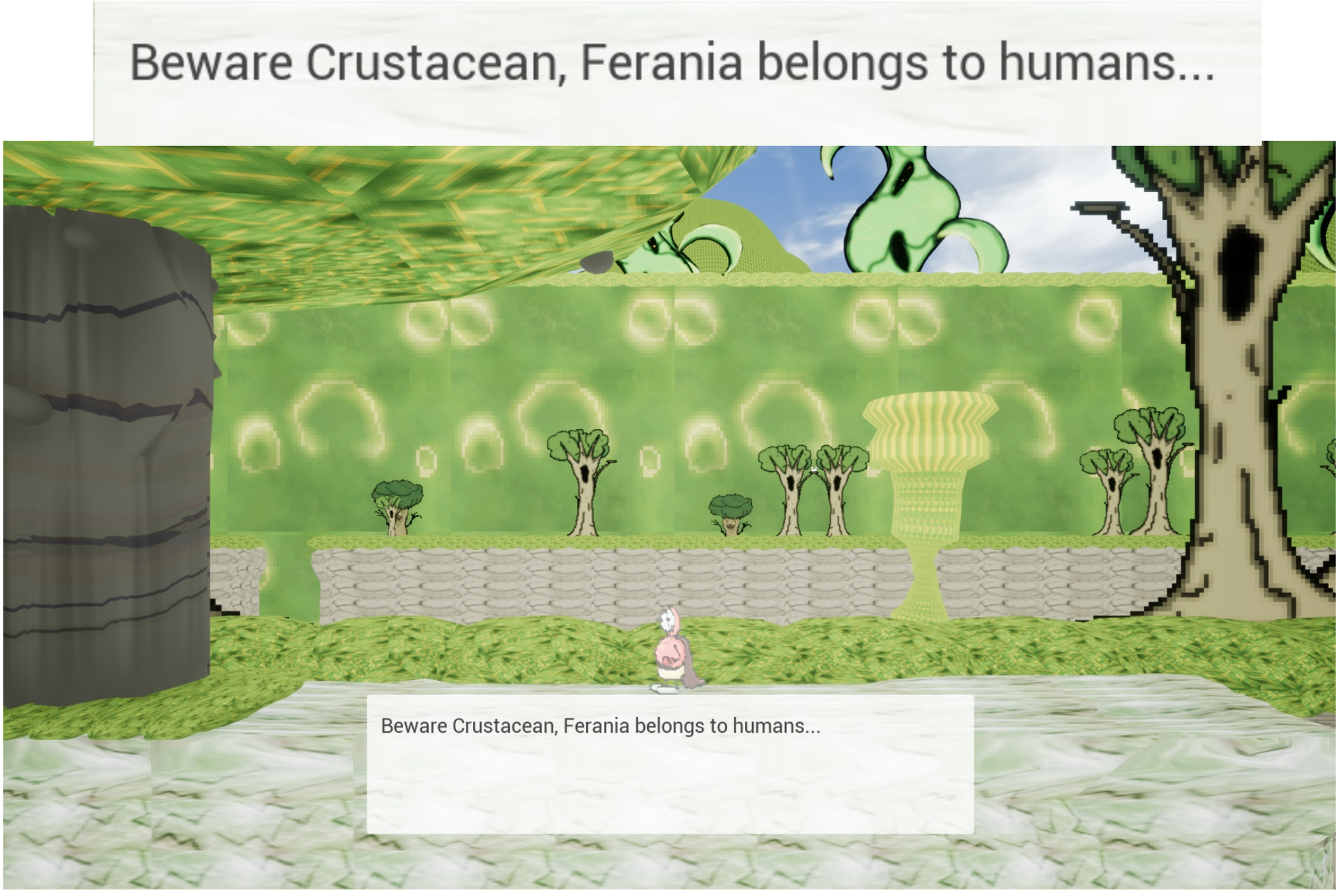


Time was on our side and we were churning out game trailers, one after another, packed with action and humour. But more serious inspirations were taking place. We loved traditional painting and music creation, and moved towards building a better movie. The Globiuz series was growing from a stupid, shitty game onto something else.

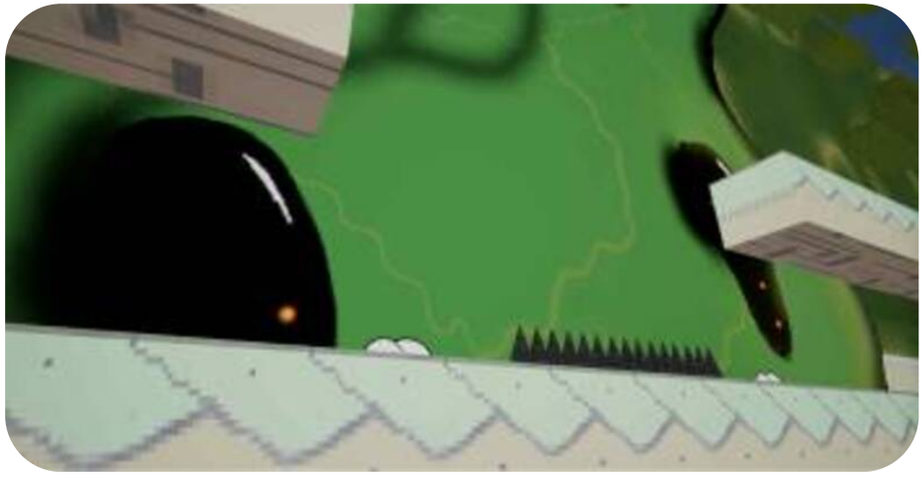


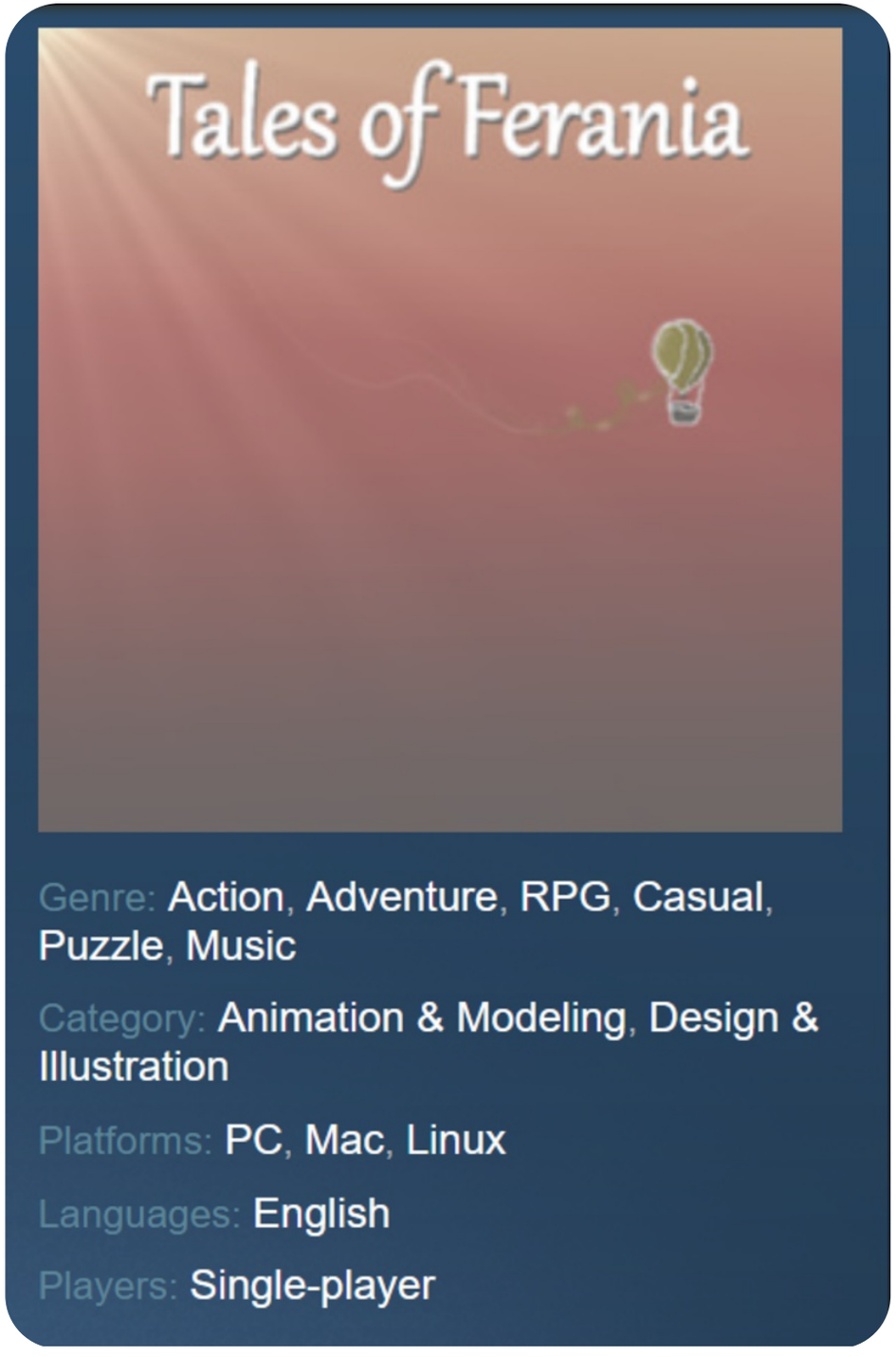
By the way,
back in 2016, we thought hitting a flying bee was a very interesting task!

Some philosophy from a tree with a face. You can notice its eyes bulging out.



We wanted something else in advance and the second game was coming!





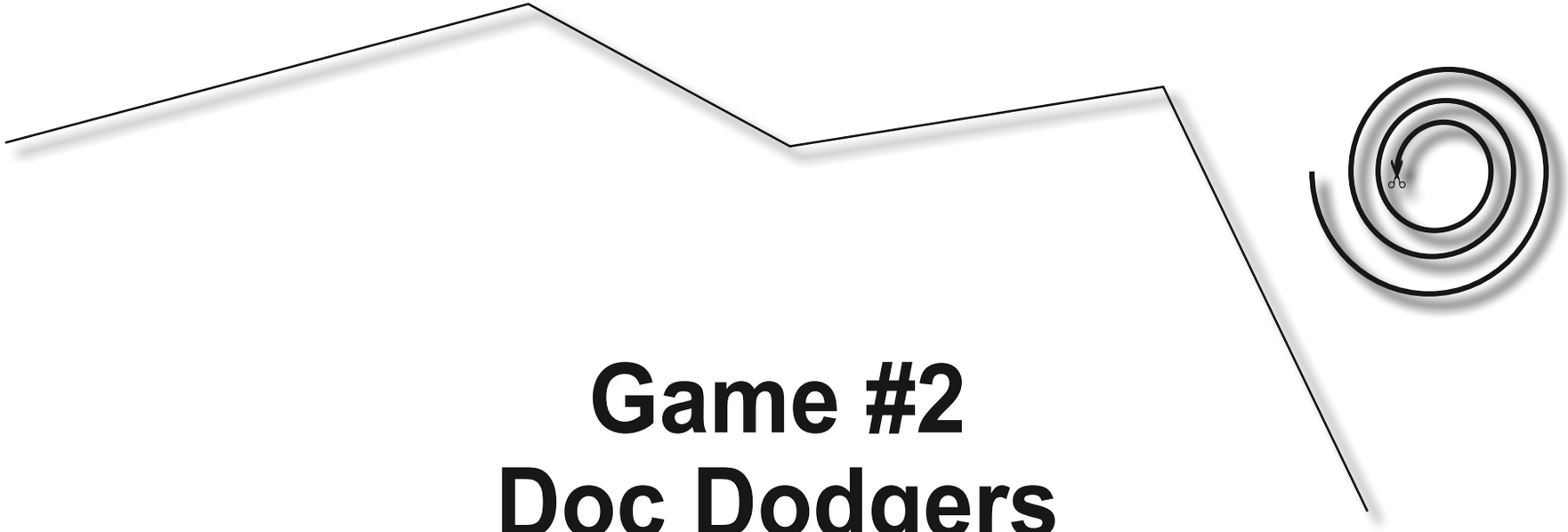
Genre: Action, Adventure, RPG, Casual, Puzzle, Music

Category: Animation & Modeling, Design & Illustration

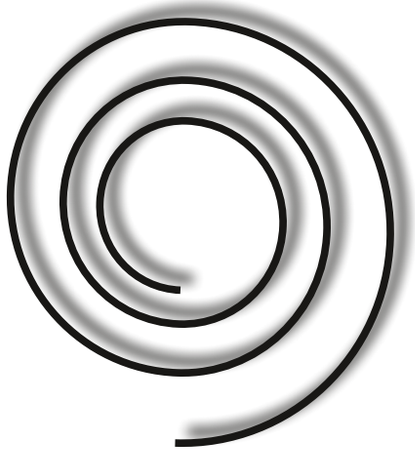
Platforms: PC, Mac, Linux

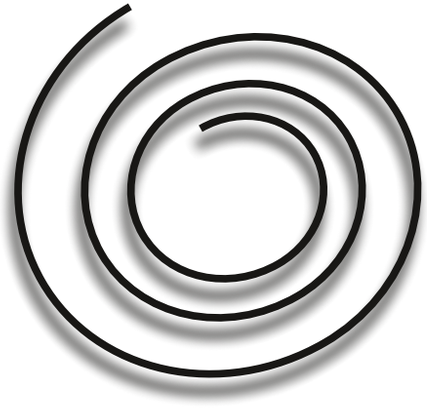
Languages: English

Players: Single-player



Game #2
Doc Dodgers

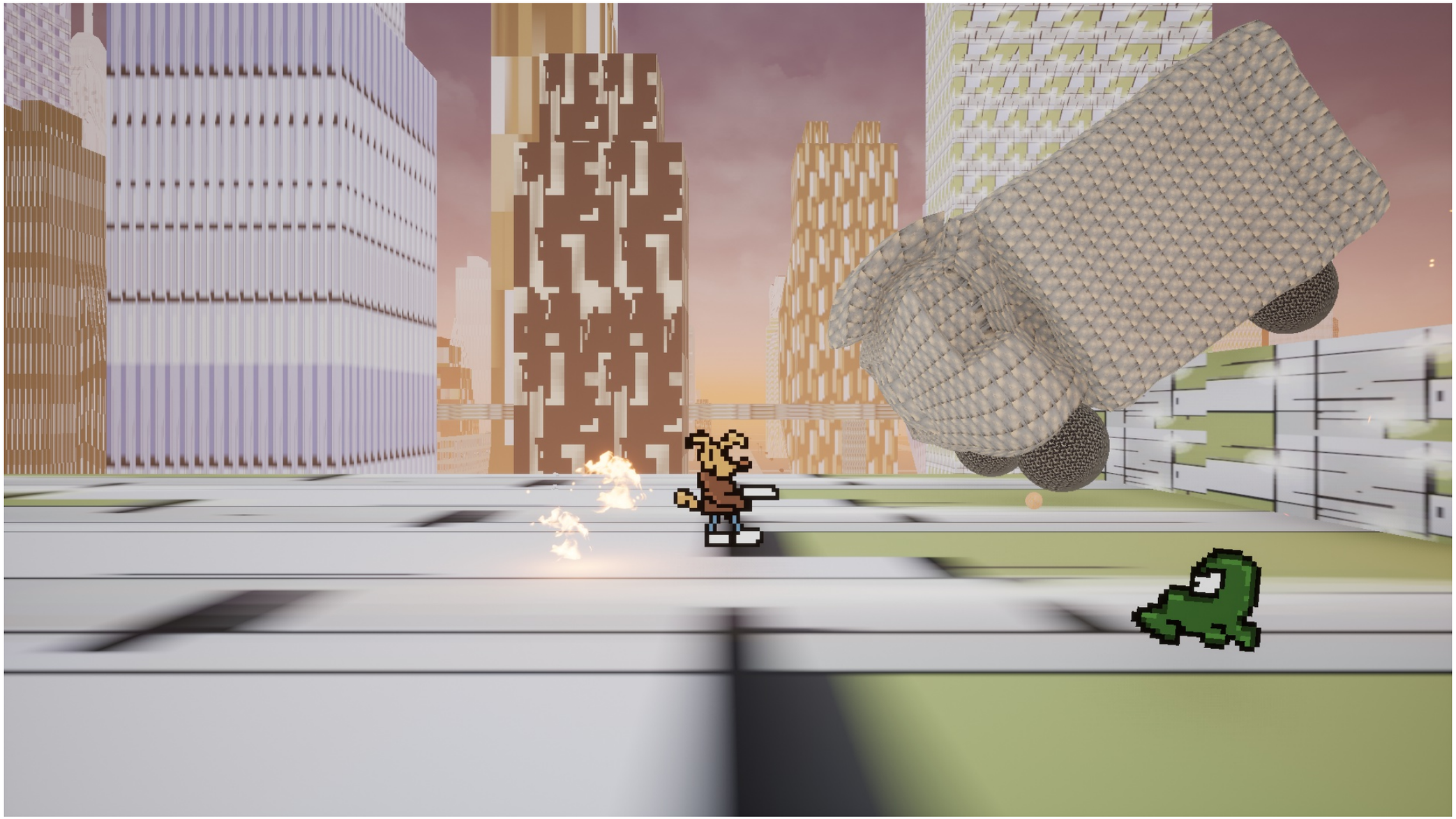




DOC DODGERS
when things get barked'up

What do you do after you fail one game project?

You open another one! Doc Dodgers was another childish approach with premise of a fast-paced action, driven by a very unusual story! We wanted to utilise speed! So we got more vehicles!

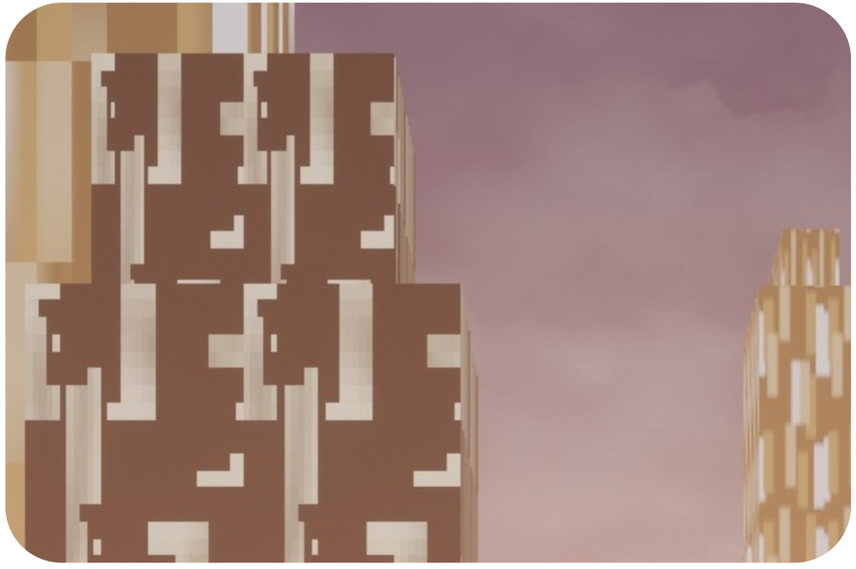


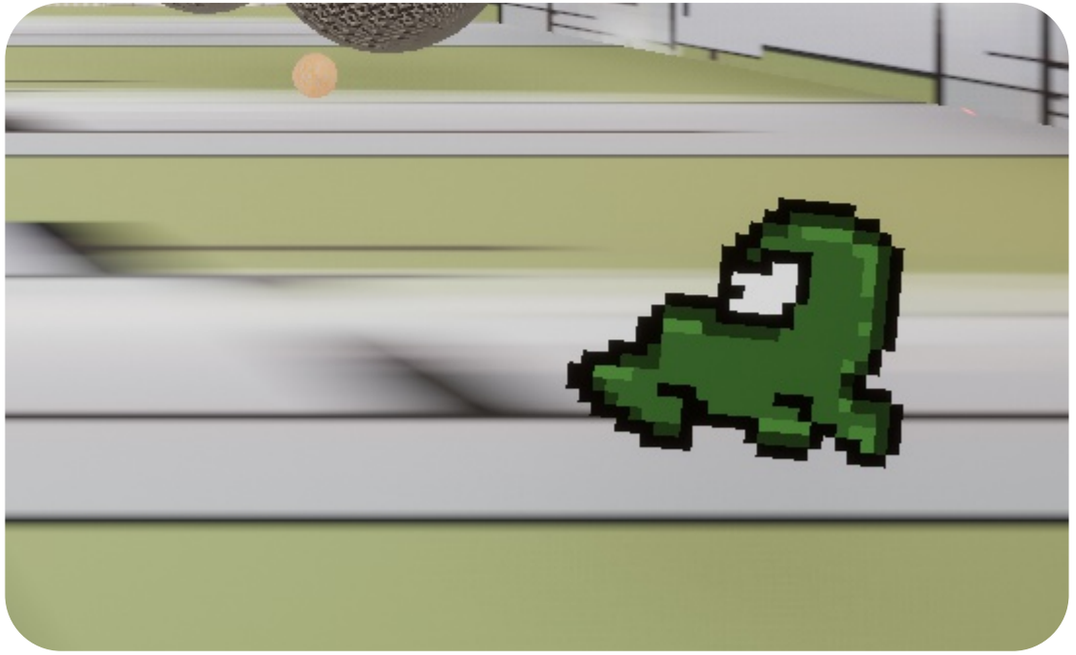
This sod is named Doc Dodgers, aka Peter Barker - a dog in a coat and sneakers. A guy from New Yoke - from where else, right?

Son of a dog literally wanted to stop the alien invasion. Alas, it was too late. The game development was slated and all what is left after this guy is a couple of screenshots and the soundtrack album!

Not yet released! If ever will - it would probably be remastered for better!

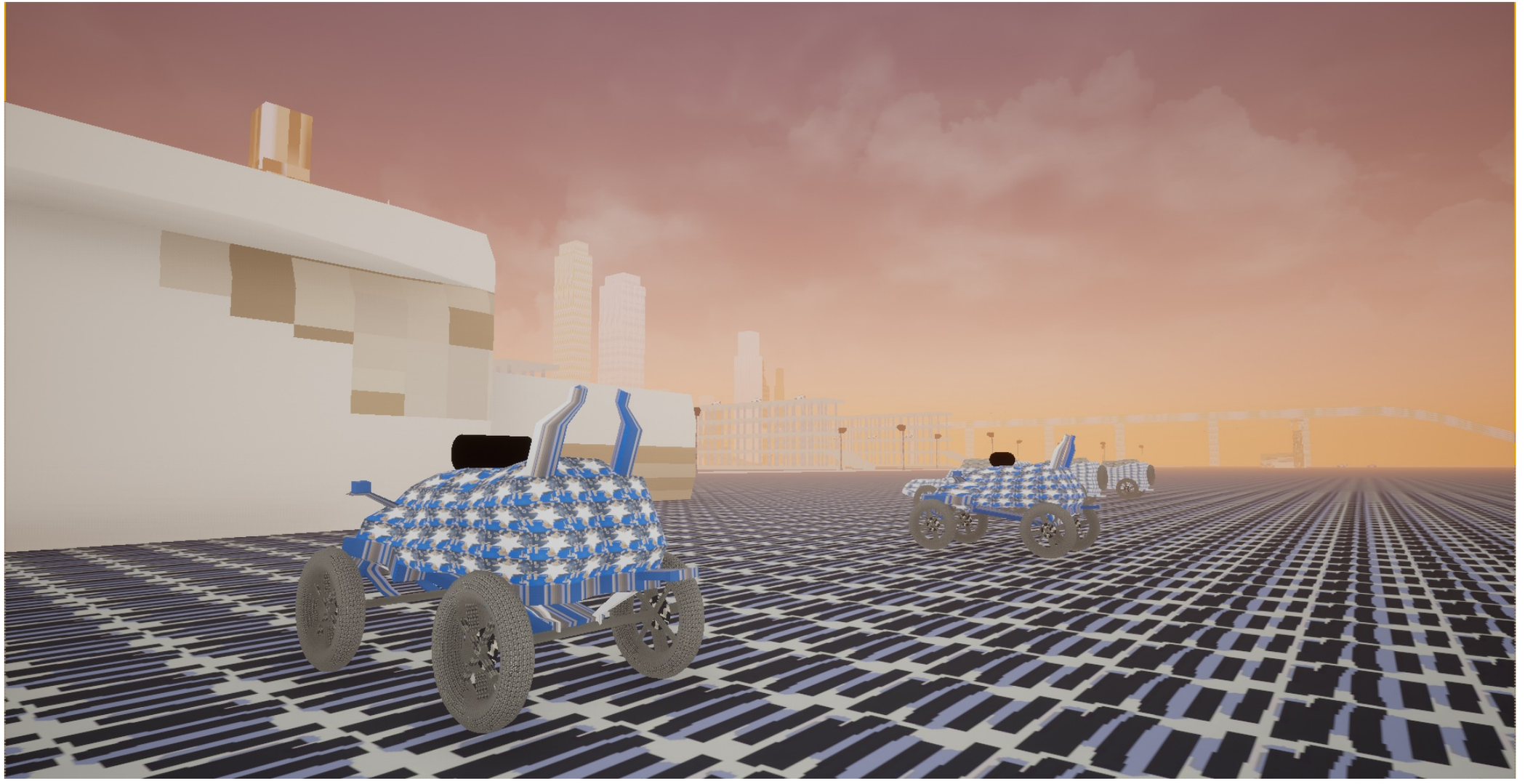
Green alien Blob grins at you like at food.

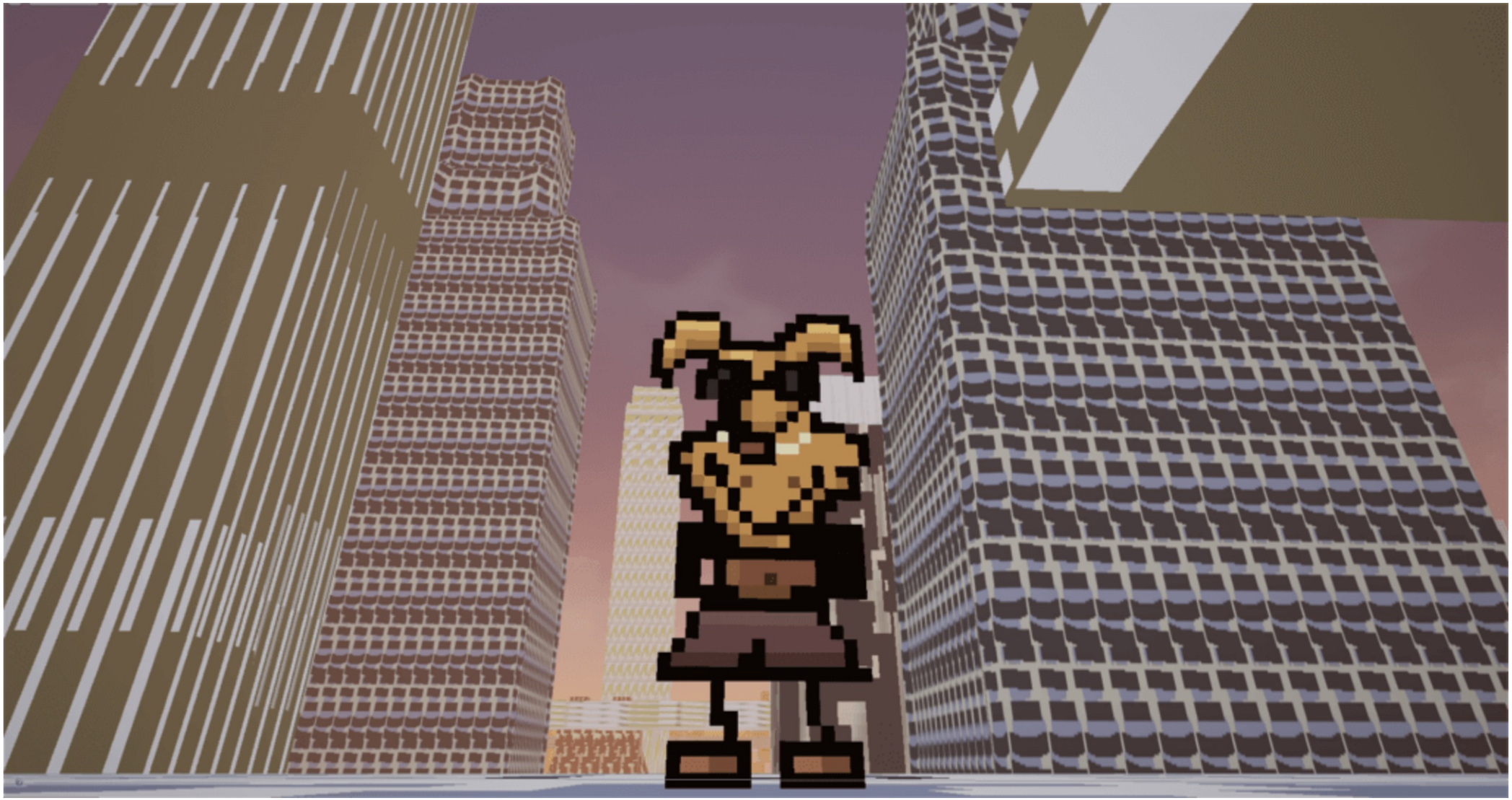




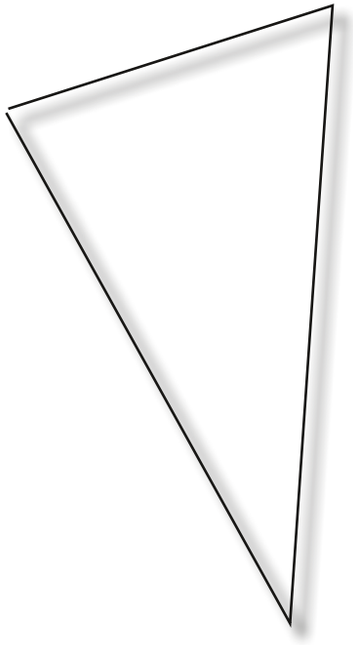
This is the last screenshot from Doc Dodgers, RIP 2018. Anything else is history.

We end on a positive note: right at the police station - the disfunctional one, just like in real life.





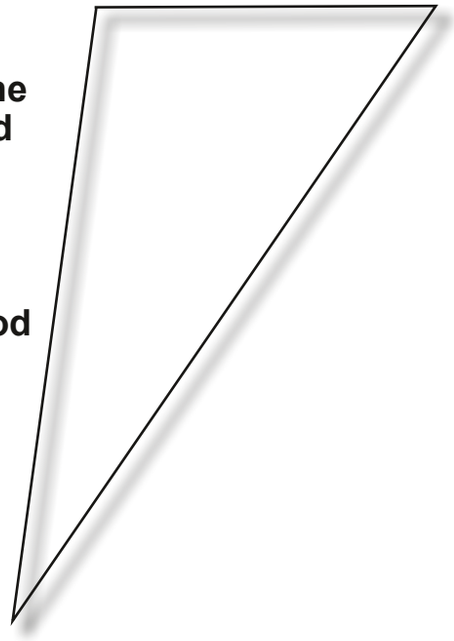
Roll the credits.

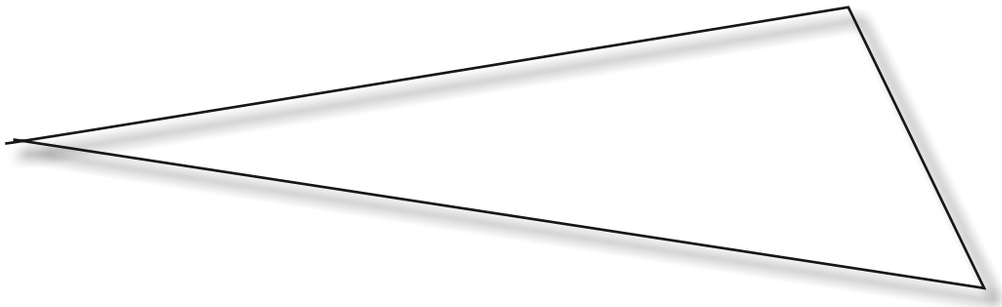


And thus it ended here. Grand Coders was slated down in the late 2017 early 2018. The Globiuz series moved on paper and other traditional medium.

Globiuz: First Light was already getting its final shapes. So why we preserve these dead efforts? These forms of handmade art are the relics of human stupidity and childhood traumas.

Enough said.





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GRAND FAILURES
by R.L. Douglas

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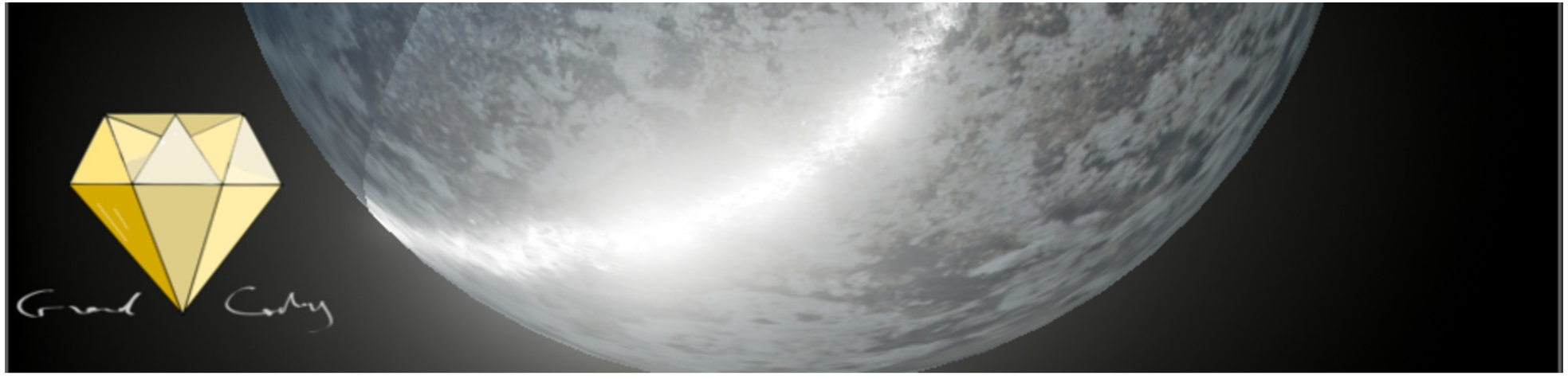
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