

GLOBAL COMMAND

CONCEPT ART, STORYBOARDS & DEVELOPER NOTES



NORRIS-DESIGN GAMING STUDIO

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THE GENERAL

Supreme Commander of the Global Command Force



The last soldier the free nations could agree on. When the energy wars tore the old alliances apart, he was the one who pooled what remained of their armies into the Global Command Force - and the one who carries the weight of every order it gives.

He speaks to every commander personally before each operation. He signs every casualty list himself. And when the Brotherhood's missile rose from its silo, it was his voice, calm as ever, that gave the order to activate the second G.O.R.E.

STORYBOARD – THE GCF COMMANDER

The commander whose face the enemy never sees - the player's seat in the war.

PROJECT: GLOBAL COMMAND

SCENE: THE GCF COMMANDER – YOUR WAR



1. Every screen answers to you.



2. One hand moves the whole front.



3. The official portrait.



4. Your armour rolls when you say roll.



5. Some orders weigh more than others.



6. They salute before you even speak.



7. Victory, surveyed in silence.



8. The enemy sees only static.



9. The cap fits. The chair is waiting.

KENT

GCF Commando Sniper



Where armies flatten cities, Kent walks in alone. The GCF's quietest weapon carries a suppressed rifle, a pocketful of sticky bombs and a tactical communicator wired straight to Command - and has ended more operations than most battalions.

He slipped through the Brotherhood's listening post in the Ghost in the Wire operation, and his sticky bombs have opened more enemy walls than any artillery barrage. The Brotherhood calls him the butcher. The GCF calls him first.

THE OVERSEER

Leader of the United Outcast Brotherhood



No one knows the face behind the mask. What is known is this: when the free nations divided the world's last energy between themselves, whole regions were switched off and left in the dark. Out of those forgotten places came a voice, then a banner, then an army - rogue soldiers, tech-cults and the dispossessed, united as the United Outcast Brotherhood.

The mask never comes off. The voice is never raised. The screens behind him are always watching. His followers believe he gave up his own name so that every outcast could keep theirs.

STORYBOARD – THE OVERSEER'S FIRST BROADCAST

The sequence that shaped the Overseer's recruitment broadcast and the UOB campaign intro.

PROJECT: GLOBAL COMMAND

SCENE: THE OVERSEER – FIRST BROADCAST



1. The old world left him to drown.



2. Out of the ruin, he walks.



3. The outcasts find a face.



4. He has been watching all along.



5. The decision is made.



6. Through the fire, unbroken.



7. Their bombs mean nothing now.



8. A storm in a long coat.



9. He takes their palace for his throne.

PROPAGANDA

Defend our futures - the GCF wants you.



PROPAGANDA

Report to your nearest enclave - the Brotherhood is waiting.



DEVELOPER NOTES

THE ENGINE

Global Command runs on a custom engine written from scratch. No game engine, no frameworks: pathfinding, fog of war, the particle effects and the netcode for online multiplayer are all hand-rolled.

THE PICTURES

Every piece of art, from unit sprites to the cutscenes, was produced in-studio with the help of local AI tools running on the studio's own servers - nothing cloud-rendered - then edited, composited and mixed by hand.

THE VOICES

Every voice in the game - the General, the Overseer, the narrator and the battlefield announcer - was performed in-studio and processed through a local voice pipeline. The General's briefings are lip-synced to the performance.

BY THE NUMBERS

2 playable factions · 20 campaign missions · 20 hand-built maps
13-scene opening intro · 40+ briefing and cutscene videos · 150+ voice lines
4 battle tracks · 2 superweapons · 1 developer

FROM THE BATTLEFIELD



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