Gigantic server status

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I was here because I'm not even sure... Whenever the super NDA pre-alpha, well before window 10 exclusivity, the turn to the arc makes it not exclusive. While waiting for my founder's skin options I forgot to buy, and reading all the new skins, hero, balances and other things was so cool, and then I see the final update .... that was bad enough then and stopping at 7 🏠🔳 ♂The no one has to buy this game and keep it going. If the worst comes to the worst at least the servers stay up. I'm usually never mad or upset about these things, but closing the game is that if you consider and advertise properly there will be a massive game. I have great respect for a team that has worked on the game before they've been paid, but the arc or someone who oversees should at least be allowed access to the game. It's bad enough, there are no more updates. Giant Motiga/Perfect World Gigantic, a stylized third-person action game from Motiga and Perfect World, will close in late July, the developer announced today. The decision to close THE MOBA/hero was announced along with the final update of the game's content. It is with a heavy heart that we announce that the January update is the final update of content for Gigantic, and the game servers will be discontinued on July 31, 2018, - says on the game's website. While the Windows PC and Xbox One game received mostly positive reviews, Gigantic apparently couldn't find a wide enough audience to support itself. Stopping Gigantic was not an easy decision, Motiga said. The game is a unique and exciting experience that has captured many hearts and minds. Unfortunately, it didn't resonate with as many players as we had hoped. Over the past few months, Motiga and Perfect World have been considering viable options to maintain Gigantic. However, the current state of the game limited the scope for further progress and related content updates, and providing basic features as well as fixing long-standing problems was more difficult than expected. Despite our best efforts, we have not been able to find a solution that would help Gigantic break through a crowded market. Giant publisher Perfect World announced in November that the studio had fired most of the team working on the title. Skeleton crew has been maintaining and updating Gigantic ever since. Scenarios: Why can't I log in to Gigantic anymore? Related: Gigantic Cause: Unfortunately, on Tuesday, July 31, 2018, giant servers were shut down and the game is no longer supported. You won't be able to enter the game and play. Thanks again for playing Gigantic and we appreciate all your support. 2017 free-to-play strategic hero shooter video game GiganticDeveloper (s)MotigaPublisher (s)Perfect World EntertainmentDesigner (s)Carter McBee 2017Genre (s) Third person shooterTeam brawlerMode (s)Multiplayer Gigantic was free to play strategic third-person video game video games motiga and is published by Perfect World Entertainment. The game focused on team fighting the heroes fighting alongside a massive guardian. Players must protect their guardian along with their team and try to destroy the opposing team and their guardian. The beta version of the game was launched in August 2015. Gigantic was fully released on Steam, Arc, Xbox One and Windows 10 on July 20, 2017. On January 31, 2018, it was announced that the further development of Gigantic had ceased and the game's servers would be discontinued on July 31, 2018, the day of the official closure of The Gigantic servers. Gameplay This section does not provide any sources. Please help improve this section by adding links to reliable sources. Non-sources of materials can be challenged and removed. (November 2017) (Learn how and when to delete this template message) Teams of five players team up with a magical hippo, known as the Guardian, with the ultimate goal of destroying the enemy's command and their Keeper. There are 20 playable heroes for players to choose from, all with a wide range of abilities. To destroy another Keeper, heroes must must gather strength for their own. You can kill enemies to gain power. But most of the energy is coming from the ground itself. There are points on the map where Power will appear. You can see when and where the power is on the mini-card. It will take some time to gather power, so instead you can call the creatures on your half of the card. All different creatures have different strategic abilities. Creatures also collect energy faster. But if a creature dies, it also gives strength. Killing a hero or child creature gives 10 power by killing an adult being or collecting power grants of 20. If your Keeper has 100 power, you can attack. If your Keeper is raging, you have 20 seconds to get to the Guardian opponent on the other side of the map. An obvious weak spot appears on the forehead, which must be struck to injure the Guardian. If you manage to do enough damage, the Guardian will be injured. If you don't do damage fast enough, the rampage ends and a new power race begins. When the enemy is raging, you have 20 seconds to get to your own Guardian. All the power you've gathered so far will be a breakthrough shield. Enemy heroes will try to cope with the wound, so protect your Keeper to prevent it. You can kill enemies that will give you power and strengthen your shield. Killing an enemy to extend the time the enemy can hurt your keeper. The first team to inflict three wounds wins. Admission AdmissionAggregatorScoreMetacritic PC: 76/100'7'XONE: 74/100'8'Review scoresPublicationScoreGame Informer6.5/10 According to Metacritic Review Aggregator, GameSpot8/10-10-10-IGN7.9/10.11-Polygon8/10. References: GoGigantic (June 18, 2015). Gameplay Designer Carter McBey talks to about Giant Giant gameplay and more! #E32015. Twitter. Twitter. Received on January 21, 2015. Xbox One/PC Game Gigantic lives with a new publisher. Gamespot. Sanchez, Miranda ,17, 2015). E3 2015: Viewer mode in the works for the giant. Ign. July 3, 2015. Gigantic welcomes the arc to open the beta version! Giant. Received 2017-07-18. Watch free video games at Arc Games. www.arcgames.com. - Giant shutdown of arc Games News server. www.arcgames.com. - b Gigantic for PC Reviews. Metacritics. CBS Interactive. Received on March 24, 2019. Gigantic b for Xbox One Reviews. Metacritics. CBS Interactive. Received on September 15, 2017. Vasquez, Suriel (July 28, 2017). Semi-lightweight competitor - Gigantic - PC. Game Informer. Received on July 28, 2017. Todd, Brett (August 12, 2017). Giant review. Gamespot. Received on August 12, 2017. Jason Fanelli(August 30, 2017). Giant review. Ign. Received on August 30, 2017. Jeff Ramos (July 21, 2017). Giant review. Polygon. Received on July 21, 2017. External Links Official site extracted from (video_game) I tend to believe it because I'm not sure how many people could keep faith after everything his studio went through. In February 2016, Chang had to do something that no boss would ever want to do. He gathered 75 Motiga staff at their Bellevue, WA office and told them there was no money left to pay them. For three years, these artists and programmers worked on the creation of Gigantic, a cool shooter with the spirit of MOBA. But at that moment it seemed that the Giant had died. And it could have been if Chang hadn't been optimistic. When I first spoke to him on Skype, it was two days before the launch of Gigantic. He seems almost surprised that the moment he and his team worked for four years is just 48 hours away. It took a huge amount of effort to get us here, Chang tells me. Carter McBee, lead designer of Gigantic, says: To finally get to this point, with free games like the gigantic, the end of the development cycle is also the beginning of a new cycle. It's been such a long journey to get here and we're only on the starting line. But last year, that starting line looked like a million miles away. In the shadow of the Giants, when Gigantic was first announced in 2014, it was ahead of its time. Overwatch won't be announced for another few months, and the litany of contenders on a class-based multiplayer throne like the Paladins, have been years old. Motiga, an indie studio led by Chung who has held various leadership positions at Trion Worlds and NCSoft, was ready to cash in on what will become one of the most competitive genres of recent years. And yet, Chang tells me that Despite the similarities, Gigantic should never have competed with games like Overwatch. This is from another genre completely. We wanted to take PvP and PvE elements of MMO and combine them into a special experience and build a competitive game around it, says Chang. We wanted to take PvP and PvE elements of MMO and combine them into a special experience and build a competitive game around it. Chris ChungThe idea was simple: Two teams of five will rush through a mini dungeon before colliding in a chaotic three-way fight with a neutral monster boss. What we found was the PvP aspect was much more fun than fighting this huge monster boss, Chung explains. So we pivoted and said, hey, what if we take the boss monster and not only make him part of your team, but part of each team? This switch is responsible for what The Giant is today. Instead of pushing through static rows of towers to destroy a defenseless base, as in most MOBAs, Gigantic targets are much more exciting. At each end of their three cards, two colossal beasts wait for their teams to make their energy offerings. As you move across the map, attracting enemy commands and running to capture checkpoints, minor wins fill your guardian's energy meter. Just like guardians are occiped by the basics of MOBA, players can summon different kinds of creatures at different checkpoints of the map. These creatures automatically siphon energy back into the guardian, but they also change the strategic landscape you are struggling on. One creature, for example, can build barriers that force attacking opponents into suffocating points. The other heals you by allowing you to get back into action faster. All of them are able to give the enemy player a beating. When the guardian siphons have enough energy, they go on a rampage, and that's when things get interesting. Massive, spiral wyvern, for example, springs out of the nest and lunges all over the map, fighting and pinning the enemy guardian, so your team can damage it while the other team tries to repel the attack. The first time the guardian rattles across the map is thrilling. When we pivoted into embracing PvP and competitive gameplay the goal was not to make a different moba style, a different style shooter, or even make another subsection of MMO-style PvP games, explains McBee. Indeed, it was making a great competitive game. But regardless of McBea's vision and Chang's, Gigantic is now entering a fiercely competitive genre. Overwatch, Battleborn, Paragon, Paladins, Smite - the list goes on. I ask Chung how he feels about the launch. Excited but also nervous, he says, pointing out how dramatically the genre has expanded since Gigantic was first announced. The giant was supposed to start two years ago. But as Chung knows all too well, even the best laid plans often go awry. Don't turn off the lights On the day Chang told his 75 employees that Motiga had no money, no one was surprised. They watched, week after as the final bit of funding dried up. By now, Giant Giant development was very public. In 2014, Motiga signed a partnership agreement with Microsoft to bring Gigantic exclusively to Xbox One and Windows 10. It was a controversial move at the time, and many players weren't happy about it because Windows 10 was far from ubiquitous. It has also created problems within the country. We really underestimated the effort needed to make the games work on a whole new platform, Chung said. McBee tells me that, initially, The Gigantic was built with a web-end somewhat similar to what THE EA Battlefield 3 and 4 used. Here players can connect and chat before downloading the actual game to go to the match. The problem was that after Motiga signed with Microsoft, it was useless - Xbox One did not allow the front end to be used separately from the real game. We had to give it all up and restore everything to the game, explains McBee. We had months and months of development work that we had to start over. It was a very big challenge for us. Gigantic has attracted a small but excited community by then, but with basic services like chat and matchmaking from the commission, the open beta is struggling. To make matters worse, these internal delays snowballed, and by the end of 2015, Gigantic suffered its first round of layoffs by letting in inconsequential development staff to stretch their final funding in 2016. Around the same time Chang tells me it became clear The Giant was in trouble: We knew we would be running out of funding in February. He began desperately looking for a publishing partner who would be willing to invest in Gigantic, hoping that, like his team, someone would appreciate how special the game was. Despite several stakeholders, Chang said these deals could take a long time, a time that Motiga did not have. In early February, the company's coffers dried up. Time just doesn't work properly, says Chang. We ran out of funding, so we had to fire everyone at the company, and I mean that. All. It's over. Or it should have been. The next day everyone came to the studio, says Chung, still a little puzzled. They just kept working. It was the sacrifice of the staff I was told not to do easily. Everyone was fired, but we all really cared about the project, Vinod Rams, a Gigantic senior concept artist tells me on the phone. It wasn't like the other company where you were like, well, well I'm going elsewhere. We knew That Gigantic had to get out, so we were all stuck around. It was really cool. Despite the fact that we were all fired and we had no money, no one was willing to accept that this would be the fate of the game. Carter McBee Even if we were all fired and we were without money, no one was willing to accept that this would be the fate of the game, says McBee. We all believed so much in the game, we thought there was no way that this would end like this. This is what drove us back because we believed we were on something special. For Chung, the moment he saw that nearly all of his 75 employees were returning to work was defining. If they still believed, he'd be faithful. There were a few moments in this endeavor where I shed tears and it was one of those days. It was one of the most sincere things to see everyone come back the next day. The following weeks were some of the toughest indie studios ever to come across. Both McBee and the Rams tell me how scary it was to show up every day not knowing if or when they could get the money. The most important thing was unknown, McBea said. One thing to say, well, you're going to miss your salary, but there wasn't even that sense of security. We had no idea what was going to happen. Let me tell you, I haven't slept much during this time, says Chang restlessly. I've been making phone calls, writing emails, and making pitches all day. For me, I'm an optimist to start with, and I was very optimistic that we had not only a great game, but a special team that wanted to work together and see it through. I was optimistic that someone out there would help us achieve our dreams. For the Rams, that was more than enough to keep him at work. We'd get daily updates from Chris and he'd tell us about who he was talking to and what was going on. I remember telling my wife I trusted Chris very much. I knew he would fight with his teeth and nails to keep it going. I remember telling my wife I trusted Chris very much. I knew he would fight with his teeth and nails to keep it going. Vinod RamsFor almost three and a half weeks, most of Motiga's employees continued to work and hope. While some were inevitably forced to move on to meet their financial needs, about 90 percent stayed and believed that someone would eventually step in and save The Gigantic.And then, after weeks of discussions, Yunfan Chang and Bill Wang of Perfect World Entertainment, best known for MMOs like Neverwinter and Star Trek Online, came to motiga's offices to meet with Chung. They were amazed that people were still working at 6:30 a.m. at night, weeks after they were fired, Chang said. I remember we were working on the patch. After the meeting, Yunfan Chang grabbed my hand and said: Chris, we're going to do this job. But many of Motiga's employees couldn't wait any longer, so Perfect World did something bold: Before we even signed the deal, they sent us money so we could meet our payroll obligations, says Chang. This has had a huge impact on morale, especially with credit for the wage obligation. It gave us a huge boost. We finally had a partner who could help us get to the homestretch. Motiga was rescued, and in May their publishing agreement with Perfect World was made public. Gigantic will no longer be exclusive only for Windows but will also release its own store on Steam and Perfect World. Just starting to be free to play means they've just reached the starting line all so far just a prologue. Despite the hellish hellish Gigantic getting to run, the big battle has just begun. As McBey says, being free to play means they've just reached the starting line-up - everything is still just a prologue. Chang says the team is confident That Gigantic will cut out space for itself. There is a depth and nuance of Giant that doesn't really find in other games that are out there, he argues. Moreover, Motiga is well prepared for the future. The silver lining delay meant that Gigantic was able to frontload them after the roadmap launch and the team pledged to release new content on a monthly basis. What we've released so far is probably less than half of what we have in the pipeline right now, he says. Since it began yesterday, The Success of Gigantic has been modest. Right now, 6,000 players have entered Steam - only part of the Paladins rooms, not to mention Overwatch, are attracted. But the word seems to be spreading. However, for a team that once wondered at what point their office would have their electricity off, let alone when they would be able to pay their own bills, the launch of Gigantic is a resounding success. We've been through some huge ups and downs throughout Motiga's history, says Chang. So for all of us, there is a lot of excitement and expectation that our child will now be in the big world. Gigantic's biggest battle will be in a few months, and it's not clear if the victims of its developers will ever pay off. But Chang hopes. He's an optimist. Optimist.


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