Make Final Fantasy Great Again

* 1. What is Final Fantasy? ✔
  2. Early Final Fantasy ✔
     1. D&D Influence ✔
     2. JRPG v. ARPG ✔
  3. Final Fantasy Golden Era
     1. SNES RPG’s
     2. FFVII-X
  4. Downfall

1. What happened?
   1. Increasing focus on graphics and cinema
      1. FF The Spirits Within
   2. Square-Enix Merger
      1. Enix
      2. Square
      3. Squeenix
2. Where did they go wrong?
   1. Multiplayer Focus
      1. FFXI
      2. FFXIV
   2. Focus on graphics over gameplay
      1. Cost
         1. Asset Reuse
         2. Off shoots
      2. Development Time
   3. Attempts to “Westernize” the games
      1. Combat Changes
         1. Automation
         2. Action Focus
      2. Streamlining
         1. Character Progression
            1. FFX – Sphere Grid
            2. FFXII – License Board
            3. FFXIII – Crystal Pathway
            4. FFXV – Talent Tree’s
         2. Equipment
            1. FF9
            2. FF15
         3. Americanized characters
            1. FF6
            2. FF9
            3. FFX
            4. FF12
         4. Summons and Magic
   4. Trouble with the narrative
      1. Story’s aren’t confined to a game.
      2. Incoherent stories
      3. Forgettable characters
      4. Lack of well defined villain
3. So, what can be done?
   1. Passion/Art > Capitalism/Profits > Objectified product losing value
      1. Please give the project to a team of passionate people who care and don’t make profit the only factor in the game’s success.
   2. Graphics do not equal profits.
      1. The only people who care about graphics are the people who don’t care about the franchise. Letting new gamers judge the book by it’s cover only to find the cool looking book sucks balls isn’t healthy. It’s a very short term solution to a long term problem.
      2. There’s clearly a demand for low graphic rpgs that are a return to form. Bravely Default, ocotopath traveler
      3. Do you remember how you felt during these parts of the game?
         1. FF4 – Red Wings
         2. FF6 – Opera Scene
         3. FF7 – Sephiroth in flames
            1. Meteor
            2. Weapons
            3. Aeris
         4. FFX – Sin destroys zanarkand
            1. Sin destroys kilika
            2. Tidus and Yuna
         5. What part did graphics play in that feeling?
   3. The west never wanted an American Final Fantasy, we wanted a Final Fantasy Final Fantasy.
      1. Making games that play themselves or games that you hold a single button to play are not fun. That is not compelling gameplay.
      2. Slower more tactical combat is not a pariah in America. See Persona 5’s success or Dragon Age’s systems as examples.
   4. Player choice and agency in character development is one of the most important factors in games.
      1. Bring back the job/class system or pre-defined roles.
      2. Please stop streamlining leveling. Just because you make it look pretty doesn’t mean that it’s a good system.
      3. The same goes for equipment, player’s aren’t stupid and understand the illusion of choice being presented.
   5. Stop sanitizing characters for the American audience, we have a million other games for those characters. Give us characters with depth, personality, struggle and loss. Game of thrones is a good example where this effective story telling is told.
   6. For the love of god, if you make summons that appear and I ride around like a motorcycle again I’m going to find you. Also, by definition a summon is something that you summon, so the randomly appearing creatures in FF15 don’t’ fit that definition.
   7. The narrative and the characters are probably the single most important thing in a JRPG.
      1. I’m don’t write games, but a coherent narrative with relatable characters doesn’t seem like too much to ask. Why don’t characters have personality anymore? And no, less clothing does not mean personality…I’m looking at you Lightning
      2. Requiring “back ground” reading for a game to make sense is absurd and games that have several games in the number generally means you’ve stretched the narrative too far.
      3. After the characters themselves, the next most important thing in a narrative is a good believable villain. The best Final Fantasy’s all had iconic villains.
         1. Kefka – The batshit insane jester who destroys the entire world to gain power.
         2. Sephiroth – An ultra-powerful SOLDIER who discovers he’s an Ancient and at the same time discovers the mistreatment of the race and the planet by corporations.
         3. Sin – A creature that appeared about a thousand years ago. Believed to have been caused by the over use of machines, he’s known to appear and fuck shit up basically all the time.