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WR 121

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Proposal Essay: Outline

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| 1. Intro | 1. Lead | I’m going to open with quote from one of the characters from the game series. I haven’t decided which one yet because I’m not 100% sure where the tone of the project is going to end up. |
| 1. Thesis | The first Final Fantasy game I ever played was given to me by someone I had never met before because he didn’t like it. I’m going to work in that something like “one’s man’s trash…” and note how the completely forgettable moment in his life played a huge role in mine to the point that I’m writing this essay. So think butterfly effect. |
| 1. Body Paragraphs (Problem) | 1. Problem | Final fantasy as a series has been going downhill for almost 2 decades. As the series is close to my heart I would like to reverse that trend. |
| 1. Cause? | * Over reliance on industry leading graphics and CGI. * The trend for capitalism to destroy art over time. |
| 1. Effects? | * Wide range of spinoff games being released * Over reliance on asset reuse * Heavy attempts to Americanize games to increase audience. * Absurd game development cycles for main line games. |
| 1. Current Solutions? | I don’t know, I’m not in the board room. I’m just a game critique. I mean I’m sure they’re aware there’s a huge problem considering they lost hundreds of millions last year (bad for business). However, it’s hard not to feel they’ve lost their way. I’m a capitalist, but this is one of the downsides of the economic theory. People initially put tons of love and care into a project and make something beautiful, but the tendency is to milk it for all it’s worth. Corporatized art isn’t really art at all. See Disney Star Wars and modern Harry Potter films. |
| 1. Body Paragraphs (Solutions) | 1. Solution | * Give the next FF to a group that really cares about the series. The more you try to make money instead of making art the more money you’ll lose. * Stop putting such a heavy focus on graphics. * Revisit previous games and review scenes that were particularly impactful. * Stop Americanizing the games. We don’t want Americanized fF games. * Bring back player choice and agency in character development. * The game should be self-contained and not require “extra reading”. * Bring back iconic villains * Stop making spinoffs |
| 1. Steps | There’s going to have to be a huge business decision within the company that the direction their going is not the one the fans want. That will only happen if enough fans make noise and stop buying their games over nostalgia.  Also, a time machine would resolve the issue… or a gun. |
| 1. Players? | I think that the division of square enix that is responsible for mainline Final Fantasy games is probably a lost cause. Studio’s like that have hundreds and hundreds of programmers so it’s like those ships that take a mile to turn around.  There is hope, however, off shoot sets of developers could be assigned to “experimental” tasks. Hopefully they’ll see this. |
| 1. Counter | 1. Counter Points? | Regardless of whether or not you like the new games it’s obvious they aren’t like the old ones. I’m not arguing that the new ones should go away just that the old ones should come back.  Game choices, narrative, emotional moments. etc are highly opinion based and personal. Unfortunately, the people who are willing to be the loudest are generally some of the least informed and least emotionally invested. They also are the first to claim victimhood status and call names too. See The Last Jedi. |
| 1. Refute | I can’t speak for anyone else, but I can say that I’m deeply emotionally attached to these games. They were more than just entertainment to me, they were a friend. It’s easy to get caught in the rat race for profits, always chasing the elusive “casual gamer”. The more you chase, the further away it gets and you’ll lose the people who cared about the games the most. |