Blake Buckingham
12/31/17

The Classic

Final Fantasy seven was a widely respected game long before its release on January first, 1997. It was made by a combination of the publishing of Square, Square Enix, Eidos Interactive, and Sony C Entertainment. ESRB gave it a rating of teen for violence and mature content. It falls under the genre of RPG and some would say it is the example of what an RPG is.

The game was fantastic and though it was the seventh edition of the series it is not necessary to have played any off the games or to have any familiarity with games at all. The game starts with a scenario that serves largely as a tutorial in length while seamlessly introducing the story. It is so painless that repeat players don't feel like the game is forcing them to do a slow-motion version of the game to review the tutorial, and new players don't feel they are launched too soon into the game. This facet cannot be overlooked especially with someone with a future in game design, this is how to do a tutorial, and how to introduce your narrative. Not only that but the game presents the option of revisiting more tutorials again in depth a little bit after.

In terms of the specifications of the game it was stellar as well. Its most stated prowess was in graphics. The level seen in the graphics was far beyond the par of what was standard even a year after this game came out. It was such a strong feature that it was mentioned on the back cover. Due to that and that content it came out on an unprecedented 3 discs. On the mentioned back cover it did talk of more the reviews about these processes more than anything else, but honestly for this game that works. I don't recommend this approach, but it did work for them.

The immersion value was very real. I guarantee if you play this game you become worried about the on goings of Midgar or you adopt the protagonist's persona of carelessness. It is very comparable to all other RPG's of the time. Any will do in a comparison though this will typically end with the favor of Final Fantasy. This game is still a strong tool to compare in many

terms with RPG's of today even if the game style has fallen off in today's world due to the

technology and the speed that the technology is evolving being ill suited to make a RPG game in

the current climate. It excelled in terms of technology but what made it stand the test of time is

that not only where its strengths in the sensational pieces of game building but also in regard to

the assets that don't degrade with time. Not many games can make the claim that their game is

not only advanced in terms of technology but also in the aspects that are timeless. Without

exaggeration this game can call itself timeless.