

Final Fantasy VII Remake and a dream after 20 years come true - P.Last

After the visual composition has been calculated, the combat, background music, and operation mechanisms of Final Fantasy VII Remake also need to be addressed.

After the visual composition has been calculated, the combat, background music, and operation mechanisms of Final Fantasy VII Remake also need to be addressed.

One thing that is noticeable for remake titles is that besides the main purpose to serve the fans of the original game, there will be many newcomers to the series like **Final Fantasy** and this remake version is their first Final Fantasy game. The Nomura project leader realized that Final Fantasy VII Remake had to please both the hardcore fans of the series as well as the newcomers. This directly led to the game's combat system being completely reworked.



Nomura believes that giving players full control of the character in real time creates a more immersive and exciting experience than traditional turn-based combat like the original Final Fantasy versions. Of course, a true Final Fantasy game cannot lack the RPG elements that make this brand such as level, index, . as well as the operating mechanism of the original version.

If you have to raise the biggest challenge that the development team faces, it is probably the creation of a battle system that combines a combination of modern action gameplay and import mechanisms. traditional shoulders. During the development of Final Fantasy VII Remake, Nomura was inspired by the Dissidia Final Fantasy series, the role-playing series that combines antagonism based on the Final Fantasy series. Nomura was impressed by Dissidia Final Fantasy's fast and eye-catching combat system, which he thought was the best way to show off the beautiful battlefield and action scenes in a Final game. Modern Fantasy. Along with that Nomura

also thinks that gamers today will be more familiar with a combat system like in Dissidia Final Fantasy than the traditional turn-based fighting system before.



With the rhythm of the game constantly changing between exploration and combat, the music department in the game must also create a sound system capable of adjusting the music to suit what is happening in the game. This also means that the game's soundtrack must be expanded and supplemented when each component requires a series of different versions of each song, each song may be similar in music and lyrics but There are adjustable arrangements for different. All of these songs are played in the background, but they will constantly appear and disappear to suit what is happening on the screen, thereby creating a unique rhythm for each play. .



Beautiful girls in the game and their role models in real life - Part 2

Publishers when choosing to create beautiful girls in the game are also very considerate, because many famous models are easy to be examined.

Having to completely rewrite the music in the game also poses a big problem for those in charge of this area. Fortunately, Final Fantasy VII Remake also marked the return of composer Noubuo Uematsu, who had composed the music for the original Final Fantasy VII. Not only were the fans surprised by the composer Uematsu's return, but Square Enix and the development team didn't think about it either. Initially the original producer and former project director Kitase called Uematsu but didn't really expect the composer to call back. In fact, the two of them haven't worked together since Final Fantasy X and Uematsu's writing career outside of the Final Fantasy series

has grown much stronger since then.



The return of Uematsu can be considered extremely meaningful when the people behind the success of Final Fantasy VII today have come back to make a remake, neither those people nor the fans can. Believe that this day will come. Besides creating a new game theme, Uematsu also helped Square Enix choose new composers to compose more music for the project. Uematsu personally asked Masashi Hamauzu, who also performed the music (even sang the song) for the original part to return. Although Hamauzu has retired, she is still not afraid to accept the co-production of the remake. Hamauzu said:

'I got back to work with original project members like Kitase, Toriyama and Uematsu. And I really feel like time goes backwards. But I felt the need to write together the music that contained the 'Final faith and final power' of Final Fantasy behind it. '



As the gaming community was preparing to relive the past on PS1, the Covid-19 pandemic broke out on a global scale. Many people predicted that Final Fantasy VII Remake and a series of other super products are expected to be delayed for release to avoid the disease affecting sales. Fortunately, Square Enix has decided that Europe and Australia will receive the disc soon, while the digital version will still be released on the scheduled date.

Thus, from 2001 to the present, the dream of fans of the **Final Fantasy VII** super product on PS1 has finally come true. Will it inherit the quintessence and value that the original version left, while blowing into it a modern breath as what the fans expected? Will the 20-year wait have paid off? The game has been released, everyone has experienced it, and at this time gamers are the ones who make their own decisions over the game's sales in the coming months.

This article is part of the Final Fantasy VII Remake Journey Journey

You finished reading the article "**Final Fantasy VII Remake and a dream after 20 years come true - P.Last**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.