

# Review the old Final Fantasy VII Remake game with a new look

Final Fantasy VII Remake is just the beginning of a massive story and there is reason to hope for exciting sequels.

Version **Final Fantasy VII**The original is one of the most popular role-playing games of all time and has a great influence on the juniors. It is easy to find producers who produce a great role-playing game later when interviewed they all agree that FFVII is an endless source of inspiration for their creativity. Having such great historical value, but like many other classics, FFVII is still a witness to the conflict between old and modern values. One might say the seventh game is a classic perpetual artistic value but with the rapid development of technology and the values ??that change from time to time, we always have to get along with the flow. progress if you don't want to be engulfed by it and become a forgotten part of history. The same goes for Final Fantasy VII Remake!



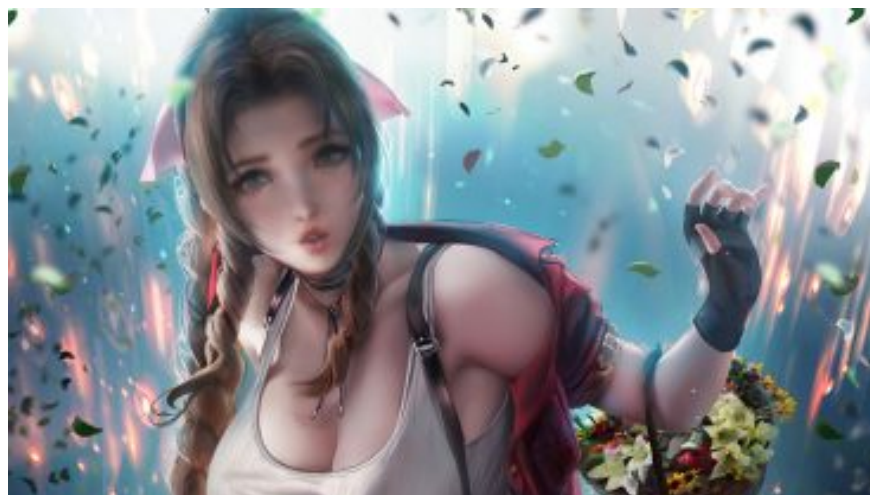
When assigned to revive a classic brand, Kitase Yoshinori must be very happy but proportional to the mountains of heavy pressure that can crush any solid shoulders. There are no cases of inheritance, rebirth, or character chosen to follow a certain traditional value but then fail one after another. The cause is many but in the end it is still impossible to reconcile the core values ??of the tradition while the new exploration does not reach the expectations of loyal fans. Final Fantasy VII Remake is a new and old product, of course the responsibility that it bears will also be doubled. How can veteran fans not feel that this is an original game, meanwhile still have to help new players not be too surprised at the first contact. That has never been the easy part.

## The plot expands when the old and the new come together

In my previous comments, I once said that Final Fantasy VII Remake kept the original storyline and was criticized by many readers that it was wrong. In fact I'm not wrong and you readers are not wrong because when experiencing the first few chapters closed eyes also know what will happen but after playing nearly half the game, the veteran fans will notice above The old framework, Square Enix has added many new details to explain or expand the story so that characters like Biggs, Wedge or Jessie have their own incidents to tell. In the original, all three characters only had the effect of 'hitting the soy sauce,' according to the literary language of the soy sauce used to describe the characters that appear in the story, but do not play a very important role. . Even when Shinra attacked the slum in Sector 7,the fact that these characters sacrifice in battle does not make people feel too traumatic.



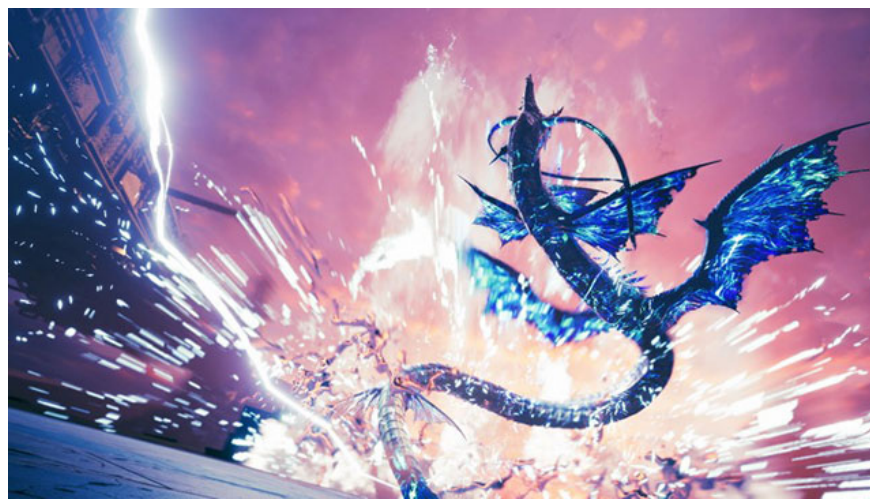
Why? Because they are not portrayed clearly personalities as well as no acting ground. In the swordplay of Kim Dung, we may feel pity for the death of A Chau, A Zi or Yu Xin Chi but whoever feels sorry for the appearance and murder of Ta Zi, Mister Monopoly of Immeasurable Sword for clearly he is just a role playing soy sauce as a foundation for the meeting between Doan Du and Chung Linh. The supporting characters in Final Fantasy VII like Biggs, Wedge or Jessie, so they just appear and die like the average people honesty. But in Final Fantasy VII Remake, the supporting characters all have their own incidents that make people curious to find out and then do not know when they feel like it or not. In particular about Jessie Raspberry,she had a perfect past before joining Avalanche when she was a dancer at Gold Saucer, and her father was a worker at the Mako reactor.



A few interesting things to know when fighting in Final Fantasy VII Remake - Part 1

New players may be a little confused with Materia, while veterans are not sure what Moogle Medal is for in Final Fantasy VII Remake.

The family of the little girl began to suffer when Jessie's father was poisoned by Mako and almost had to live a plant life and she herself had to give up the artistic dream to join the Avalanche group. Apparently she did not voluntarily join this organization for a noble cause like Barret, she was just disoriented and craved for intense revenge for her father. In the original version when watching news reports about the bombing at the No.1 reactor, Jess was excited because his bomb was bombarding the news. But in Remake, the screenwriters at Square Enix refined her personality and incidents by making Jessie feel regret about the destruction of her bomb. Actually, Jess doesn't need to regret because the script changed when Shinra knew the bombing in the first place, her bomb didn't even break the reactor's steel shell. The serious physical damage from the explosion was caused by President Shinra himself. He wanted to borrow this case to speed up the plan to build Neo Midgar in the Promised Land, and the Avalanche group was just a chess piece that they used.



Cloud and his companions are actually heroes, but Midgar is the true star. Conspiracies of the Shinra Group, despair in the daily life of the people. People wander in shabby shophouses in the slums while Shinra staff and senior officials live in clean, modern neighborhoods at the cost of health. they (as in the case of Jessie's family). Don't know if you noticed or not, but Tifa's casual words when Cloud gave her the yellow lilies said a lot of the dark things hidden behind the prosperity in this industrial city. 'Where did you find it? It's been a long time since I've seen a real flower! '. Although I hate the look on my face, always standing in the moral category of promoting Barret's class, but obviously everyone agrees with him that the thing that Shinra Corporation is draining is not Mako but the life and vitality of the Planet, of the planet they live on. Although Avalanche's behavior was practically nothing, at least they knew what was happening and tried to stop it, which was precious.

## **The sound is excellent but the gameplay is not convincing**

Compared to the old version, technology obviously made Midgar's graphics and maps expand and become incredibly real. That's right, after all, it's been 23 years since the original release. Needless to say, far from home, only the slums in Sector 7 have undergone incredible skin changes. A few static screens representing the shabbiness of the illegal area are gone, replaced by sleazy flea markets with sinister businessmen waiting for the bait. The player can infiltrate an abandoned factory that has been taken over by monsters to help Tifa walk

around the area to support people who are really in trouble. pay Cloud the rent that is missing. Well, this lady also really knows how to play, she clearly signed a deal to bomb the factory price of 2000, In the end, I could only pay the remaining 500, but begged for her old friendship and she was so pretty that she had to ignore it.



The fighting mechanism in the game is a harmonious combination between two concepts of real-time action and classic turn. This means that a normal attack can defy the waiting time and slash at the enemy, but when using skills, magic or Limit Break, there is a short waiting time for the player to decide what to do. is the best. This gives the fighting process a light, cinematic enjoyment but still ensures the rush of an action role-playing game. Party characters can switch control with a simple D-pad button, for example, gamers can poke enemies from afar with Barret's 6-barrel gun and then switch to melee attack style. the power of Cloud or Tifa when the enemy falls into a state of staggering (Staggered). This approach is an extremely fun way to entertain, in addition it also gives each character the opportunity to shine as well as take advantage of time to plow Weapon Proficiency points.



However, the gameplay of Final Fantasy VII Remake will make many people feel unconvinced, especially the camera angle is made a little poor. The bosses in the game are often big and when using melee characters like Cloud or Tifa it is really a disaster when you are often obstructed by their large corpse. In addition, when running and jumping around to avoid the attacks of monsters hitting long range, when running near the wall, the view will be re-arranged so that people will not know what is happening around anymore and very likely. is the opening for the end when the whole team gulps down, especially when playing hard games. Of course, after a

few taps, getting used to the counter mechanics and timing the exact evasion, the fight will not be as difficult as it was at first, but whatever you say, This bad camera angle system has made the experience a lot of unnecessary obstacles.

Those who have been crazy about the old version will probably feel strange with the ending full of f \*\* k timeline of the new version but with the ultimate love for Final Fantasy VII, we can practice getting used to That from now on. And newcomers will find this to be a very thoughtful version as the final battle in the game is still an open ending where one can wait for more interesting content in the sequels.

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