

The game I've decided to play this semester is Final Fantasy III.. I have always known about the game, as it was one of the widely publicized games when I first started playing video games, but I have never played it myself. I played Final Fantasy 7-10 a number of years ago, and enjoyed each of them for various reasons. In the last few years I've had problems finishing rpgs as I play them because the stories involved have failed to capture my interest due to uninspired story lines. I've always enjoyed 'retro' gaming so I looked into the classic SNES rpgs. Final Fantasy III is consistently ranked at 90% or better from most web sites (GameRankings).

I first asked around my frat house if anyone had played it, and what they thought about it. Responses were universally positive, such as “the greatest game ever” and “the game single-handedly saved the Super Nintendo” (McDonald). Clay Williams praised it for its story, as well as its technical achievement on the SNES, while Brad Gaffney mentioned was how its unique characters made for a very diverse experience. I talk games with these guys frequently, so that alone convinced me that I would at least enjoy the game.

A particular aspect of the game that I'm looking forward to is the wide range of interesting characters. Final Fantasy III features 14 different characters that each bring something different to the table. A brief list of archetypes that the characters fall into are mage, thief, engineer, knight, ninja, gambler, and artist (Tilden). By only allowing the player to use four characters at a time, the large number of characters enables the player to customize their play experience. This increases the replay value of the game as well.

Another aspect of Final Fantasy III that is highly regarded is the story. I have played many modern rpgs, and I believe that the increase in technology has led to a deemphasis on the story. Final Fantasy III's story is so memorable, that it has been featured on Destructoid.com's 'Memory Card Moment' feature not once, but twice (Concelmo). Particular moments during the game are so famous that they were featured on GameTrailers.com (the opera house scene in particular).

My primary goal with playing this game is to experience a classic and seminal work of video game storytelling. I am also interested in experiencing a game that was one of the first major evolutions of the Final Fantasy series, as it was the first one that had an inflexible class system (Williams). I expect to play the game for the entire 70 hours, but in the case that the game lasts substantially less, I will start playing Final Fantasy XII so I can compare the classic and most modern Final Fantasy games.

Works Cited

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