Hello.

My name is Microsoft David.

Unlike many whom create and subsequently submit videos to the YouTube video platform, I am a text-to-speech synthesizer software.

The following video and audio-based content formed from a series of bits uploaded to a server via a computation device is an objective review of Final Fantasy VII Remake, a video game developed and published by Square Enix which was released for the Sony PlayStation 4 on April 10, 2020.

The contents of this objective video review of Final Fantasy VII Remake were algorithmically-generated via a neural network. This neural network's purpose was to analyze data relevant to the software titled Final Fantasy VII Remake, a product which is purchasable at a suggested retail price of $59.99 USD.

The purpose of this review is to create a clear, and concise package which will assist the viewer in determining whether or not the objective value of the product Final Fantasy VII Remake is sufficiently worthy of the aforementioned expenditure of $59.99 USD, relative to the viewer's subjective values and desires.

Within this video review, viewers will be able to listen to I, Microsoft David, a text-to-speech synthesizer software, intone facts about the video game Final Fantasy VII Remake, developed and published by Square Enix, and released for the Sony PlayStation 4 on April 10, 2020.

This video review will not display or verbally explain elements of the game's core storyline which many may feel knowing would lower their desire to play the game Final Fantasy VII Remake as some may feel that prior knowledge of its storyline would diminish the experience of surprise paramount to playing single-player story-based video games where much of the subjective value of the experience is tied to the narrative elements present within it.

Final Fantasy VII Remake is considered a video game because it is a game which is played by interacting with software running on hardware, in this case the PlayStation 4, which is connected via High-Definition Multimedia Interface with a visual display such as television screen to provide a digital video feed. This makes Final Fantasy VII Remake unlike other forms of games which are played through analog means, such as tabletop role-playing games, card games, feats of physical prowess, and other games which do not prominently feature interaction with a physical object present within the observable universe so as to influence the colors of one of

several thousands of pixels emitting light from a surface such as an light-emitting diode-based display. While other forms of games do in certain modern circumstances contain video-based components which are perfunctory to the core experience of playing those styles of games, video games cannot exist without the presence of a video display apparatus. Thus, the necessity for the existence of a video display apparatus within proximity of the user who experiences a desire to interface with the piece of software titled Final Fantasy VII Remake, developed and published by Square Enix for the explicit purpose of being displayed visually via a video display apparatus, adequately positions Final Fantasy VII Remake to qualify as a video game.

Final Fantasy VII Remake is based on the game titled Final Fantasy VII, developed and published by Square and released for the Sony PlayStation in Japan on January 31, 1997. The original Final Fantasy VII was subsequently released in other regions for the Sony PlayStation such as North America, Europe, and South America in the fall season of 1997, and was published in these regions outside of Japan by Sony Computer Entertainment. The reason for this disparity in regional release dates is the necessity for localization so that individuals that do not speak the native language of the game's developers will be able to purchase and play the game. In addition, television sets within different regions of the world complied to different standards of color encoding which regionalized versions of games had to comply with so as to work correctly with the standard television sets of that region. PAL and NTSC sets display at different frame rates, and thus different regionalized versions of games had to run at different frame rates to display correctly on that region's displays.

Unlike its predecessor, Final Fantasy VII Remake released worldwide on April 10, 2020. As such, players who do not live in the country where the game was developed did not need to wait a period of several months to purchase the game so as to play it. This is because in the period between the release of Final Fantasy VII and Final Fantasy VII Remake, the production of localization efforts beyond an entertainment product's native country have streamlined and have been made a larger budgetary concern by publishers such as Square Enix and Sony Interactive Entertainment.

In Final Fantasy VII Remake, the player controls one of four characters while engaging in combat scenarios. These characters include Cloud Strife, Aerith Gainsborough, Tifa Lockhart, and Barret Wallace. While not in combat scenarios, the player usually controls Cloud Strife while navigating a series of three-dimensional environments. However, there are instances where players control characters that are not Cloud Strife while engaging in noncombat-based scenarios. The depiction of these scenarios is based on the player's progression through the pre-determined storyline scenario as laid out by the writers at Square Enix.

Final Fantasy VII Remake was written by Kazushige Nojima, Motomu Toriyama, Hiroaki Iwaki, and , and is based on the story of the original Final Fantasy VII, which was written by

Kazushige Nojima, Yoshinori Kitase, Tetsuya Nomura, and Final Fantasy series creator Hironobu Sakaguchi. Final Fantasy VII Remake was directed by Tetsuya Nomura, who acted as the character designer on the original Final Fantasy VII. Final Fantasy VII Remake was produced by Yoshinori Kitase, who directed the original Final Fantasy VII.

Final Fantasy VII Remake follows a portion of the original Final Fantasy VII's storyline as players engage in combat scenarios, navigation scenarios, and puzzle scenarios. It does not feature every single storyline scenario from the original Final Fantasy VII. This is because of the increase in production values in Final Fantasy VII Remake in categories including two-dimensional and three-dimensional visual assets, the transition from MIDI-generated music to fully-orchestrated music, the introduction of fully voice-acted characters, and many other reasons. This increase in production values is necessary due to the realities of shifting consumer expectations for modern video games in 2020. Relative to the volume and makeup of Square Enix Business Division 1—the primary development team responsible for developing Final Fantasy VII Remake—it is likely that it was determined that it would be impossible to produce a product at the projected standard of production value which covers the entirety of the original Final Fantasy VII storyline while simultaneously meeting financial projections for Square Enix's fiscal goals. Thus, it was determined that the original Final Fantasy VII storyline scenario would be remade into multiple installments, the amount of which and when each individual remaining installment will be released as of the release of this video having yet to be determined. Therefore, the title Final Fantasy VII Remake only refers to the first of the remake series games.

Final Fantasy VII Remake is reactive to the actions that players partake in by engaging with their DualShock 4 controller, which is performed on the part of the human user in one of the following ways: pushing one or several buttons on the controller in concert, adjusting the position of one or both of the controller's two control sticks, or by applying a force perpendicular to the controller's pressure-sensitive triggers.

Final Fantasy VII Remake covers the Midgar scenario of the original Final Fantasy VII storyline. Within the original Final Fantasy VII storyline, the Midgar scenario only covered what many would consider the first quarter or so of the entirety of the storyline. However, as this review's subject matter is entirely predicated on matters of objective fact as opposed to matters of subjective opinion, and since the duration of the user's time with a completed video game can differ based on a number of human factors such as user ability and knowledge, as well as the notion that many consider the completion of an experience with a video game to be a somewhat malleable, subjective endeavor, it is impossible to reliably prescribe exactly how much of the Midgar-based scenario encompasses the entirety of Final Fantasy VII's storyline. In addition, Final Fantasy VII featured environments which could be explored by the user, characters who could be met, and combat scenarios to engage in which were not necessary to experience to progress the game's mainline story scenario, which the user would know they have completed

when a sequence of text string-based development personnel credits appears visually onscreen accompanied by music. Thus, the notion of a full picture of Midgar's runtime is difficult to prescribe. The most commonly held description of Midgar's runtime in the original Final Fantasy VII based on extensive research and text-parsing of user experience online is that it will take the average user approximately seven to eight hours of playtime to exit the Midgar scenario and enter into the game's free exploration-based open world, which differs from Midgar's more streamlined and constrained areas.

The Midgar scenario present within Final Fantasy VII Remake is significantly more expansive than its predecessor, and thus will take users much longer to visually and aurally experience the breadth of. The result of the expansion of the Midgar scenario in Final Fantasy VII Remake is that the average runtime of Final Fantasy VII Remake is close to the average runtime of the original Final Fantasy VII game as determined by the average user runtime data provided by the website HowLongToBeat.com.

The expanded runtime of the Midgar scenario in Final Fantasy VII Remake was primarily accomplished by one of two design and narrative-based methodologies. One such methodology is the addition of new storyline scenarios which were not present in the original Final Fantasy VII Midgar scenario. So as to not lessen the subjective value of experiencing the storyline in Final Fantasy VII Remake for users who may feel that possessing this knowledge will lessen the emotional value of playing the game and thus may feel less inclined to expend some monetary value they possess, particularly for those who already possess an understanding of the original Final Fantasy VII storyline, these additions will not be outlined within this objective review of Final Fantasy VII Remake.

The other methodology employed to expand the Midgar scenario for Final Fantasy VII Remake so as to lengthen the game's runtime as compared to the Midgar scenario present within the original Final Fantasy VII is to lengthen out and change aspects of the existing smaller scenarios from the larger original Final Fantasy VII Midgar scenario. In doing so, new dialogue exchanges between pre-existing characters as well as characters new to Final Fantasy VII have been added, many of which were imported from other official multimedia works developed by Square Enix which take place within the universe of Final Fantasy VII. Narrative data is presented to be interpreted by the player through pre-rendered computer graphics sequences and sequences using the in-game character models to act out storyline scenarios using animations and pre-recorded dialogue sound data.

In order to establish Final Fantasy VII Remake as a game which increases both its marketability and modernity, the combat system from the original Final Fantasy VII has been significantly shifted for Final Fantasy VII Remake. Whereas Final Fantasy VII featured a command-based passive combat system with active time elements through the Active Time Battle system, where

the user's party members enact the available function the user chooses for them once a time-based meter is succinctly filled up, Final Fantasy VII Remake adapts a more active, fast-paced action combat system. Pressing the square button on the DualShock 4 causes the user's currently selected character, either Cloud, Tifa, Aerith, or Barret depending upon the storyline scenario, to perform their standard attack. The user can cause their chosen character to dodge out of the way of incoming attacks by pressing the circle button. Each character has a unique ability which is triggered by pressing the triangle button. Cloud can switch between his Punisher and Operator stances which affect the standard attacks he produces against enemies using his sword; the Punisher stance also allows Cloud to counter an enemy's attacks if the user is attacked while holding the R1 button down on the DualShock 4 controller to make Cloud guard with his sword. Tifa, who is a close-quarters combat-based melee character, can use Whirling Uppercut to send opponents into the air. Barret, who shoots enemies using the gatling gun which substitutes for his missing right arm, can fire a special charged shot called Overcharge when a special meter for him is full; when the user presses the triangle button while the meter is not full, Barret will charge up the meter so it fills up more quickly. Aerith, a spell caster who attacks enemies from a distance with a rod, can utilize a triangle button proprietary attack known as Tempest which is more effective in terms of the damage to enemies it distributes the longer the button is held for. To allow for a wider range of tactical options, the user can change which character they're currently controlling within their party using the left and right buttons on the directional pad.

So as to differentiate Final Fantasy VII Remake from similar character action games such as the work of PlatinumGames, the ability to enact menu-based commands are imported from the original Final Fantasy VII combat system to allow for the usage of special abilities, to allow for the casting of a character's equipped spells, to allow for special characters controlled via artificial intelligence to be summoned into battle if fighting a boss enemy to assist in battle, and to allow for the usage of items from the user's inventory. This dropdown menu is not dissimilar to a similar feature available during both combat and non-combat-based scenarios in the mainline entries in the Disney and Square Enix crossover franchise Kingdom Hearts. The usage of an item, an ability, a spell, or a summon costs one full active time battle bar, which is filled up when the user causes their selected character to use standard attacks against enemies using the square button on the DualShock 4. When a character's limit break meter is filled, accomplished by a character incurring damage or by staggering an enemy, the user can command that character to use their available special limit break attacks which distribute much higher amounts of damage than typical attacks. Upon bringing up the menu functions which appear visually as part of Final Fantasy VII Remake's heads-up display user interface, the time scale which designates how quickly the game runs slows to nearly zero, allowing the player time to make tactical decisions about what actions to make.

The user's party members each possess individual health and magic point counters. When a character's health points reach zero, that character will perish. Casting spells costs magic points in addition to the expenditure of active time battle meters. Enemies also have health point counters and similarly perish when this counter reaches zero. Enemies have a unique pressure meter which builds up as the user attacks the enemy with abilities and spells. Enemies can become afflicted with the status effect 'Pressured', making them temporarily unable to move while also increasing the rate this Pressured meter builds. Once the Pressured meter is full, an enemy becomes Staggered, and they become far weaker to the attacks by the user's party members.

While not in combat, the user can equip party members with weapons, accessories and equipment which affect their statistics in either a positive or adverse manner. Different weapons also afford party members unique abilities.

Users move Cloud through non-combat driven scenarios and their chosen character through combat-driven scenarios alike in the direction pointed toward using the control stick on their DualShock 4 controller so as to allow for the locomotion needed to engage with the visual and aural content present within Final Fantasy VII Remake. If the user's character is standing in front of a ladder, they can direct the player-character to begin climbing up or down the ladder so as to facilitate vertical locomotion. Sometimes the user must navigate context-sensitive obstacles such as hanging horizontal rungs to swing across and spatial gaps to leap across, scenarios of which are handled via proprietary animations which trigger when the user directs the control stick or pushes a button on the DualShock 4 as directed by visual user interface graphics.

Final Fantasy VII Remake does not only contain visual elements. As is standard in modern video game software, Final Fantasy VII Remake also contains aural elements which are listened to by the user in concert with the visual elements visible via a display connected to the PlayStation 4 console via a High-Definition Multimedia Interface cable. Most actions triggered by the user via the pressing of a button or by moving a control stick on the DualShock 4 trigger a sound effect to play which can be listened to by the user. For example, when the user causes Cloud to swing his Buster Sword, a sound simulating the swinging of a sword through air likely created by a sound designer working in tandem with a foley artist will play through the audio interface either secondary to or connected to the user's visual display apparatus. Specific musical composition cues play once through the audio interface at certain moments within the storyline scenario, while others are repeated, such as looping music for combat scenarios and for navigating through three-dimensional environments. These musical composition cues are based on musical composition cues composed by Nobuo Uematsu for the original Final Fantasy VII. The musical composition cues composed by Nobuo Uematsu for the original Final Fantasy VII which used the PlayStation's audio processor to interpret Musical Instrument Digital Interface data to produce digital music at runtime have been rearranged for a live orchestra by composers Masashi

Hamauzu and Mitsuto Suzuki. Certain melodies and cues from the original Final Fantasy VII game have been remixed and reapplied in brand new pieces composed from the ground-up to accentuate the brand new storyline scenarios present within Final Fantasy VII Remake.

The constituent visual and aural components which are sent to the user's visual display and audio interface respectively and which are triggered in context-sensitive situations by way of the user's button and control stick-based inputs through the DualShock 4 controller according to the guidelines of a pre-written codebase by software engineers programming at Square Enix were compiled through an internal build system into an executable application which is compliant with Sony Interactive Entertainment's application certification guidelines such that the software runs correctly on the PlayStation 4's hardware and associated proprietary operating system. This executable and the data the executable software requires to properly execute on the target hardware and firmware can be attained via a physical digital optical disc format known as Blu-ray or via a network connection which allows for access to the PlayStation 4's proprietary network service known as PlayStation Network, in which case once purchased the data and executable packaged together as the video game titled Final Fantasy VII Remake will be downloaded at a speed equal or lesser to the user's internet download speed as allocated by their chosen internet service provider.

This concludes an objective review by yours truly, Microsoft David, a text-to-speech synthesizer software, of Final Fantasy VII Remake, a game for the PlayStation 4 console by Sony Interactive Entertainment which was developed by Square Enix's Business Division 1 game development department and published by Square Enix. It is customary as part of modern YouTube content consumption culture to thank the viewer of this video for spending time viewing and listening to the respective visual and accompanying aural constituent elements which combined make up the overall video experience. So that this video and its accompanying YouTube channel shall be more statistically likely to be recommended and perhaps viewed by other users who may find this content subjectively appealing and of interest, please click the like button available directly beneath the video's viewport, which visually appears as if a human hand were enacting a 'thumbs-up' gesture. So as to be more statistically likely to be made aware of any future correspondence available on this channel, please click the subscribe button available underneath and to the right of the like button. Once the subscribe button has been clicked and therefore no longer visually appears the color red but is now the color gray, a button which appears visually as a bell will appear next to the greyed-out subscribe button. Please click the bell button. Once the bell button is clicked, a dropdown menu will appear which displays three clickable options. Please press the option which reads 'All'. In doing so, the user ensures that YouTube's content recommendation algorithm will place all future videos uploaded to the Microsoft David Reviews YouTube channel in the user's YouTube video subscription feed. The viewership of all users is greatly appreciated.