The Art of Final Fantasy - Tetsuya Nomura - 2016

Chapter 2: The Dawn of Final Fantasy

The dawn of Final Fantasy is marked by a nascent interest in fantasy and science fiction, with early works paying homage to the works of Ray Bradbury, Isaac Asimov, and E.E. Smith. The storylines are often rooted in space opera or science fiction, with themes of exploration, adventure, and discovery. The mechanics of the battle system were also adapted from the popular space opera genre, with tactical and strategic elements that allowed for a more engaging and immersive experience.

Chapter 3: The Birth of Final Fantasy

The final chapter of the book discusses the birth of Final Fantasy, focusing on the development and release of the game. It highlights the challenges faced by the development team, including the decision to focus on a smaller, more manageable story, and the decision to create a new, original world rather than relying on existing fantasy tropes. The book also explores the impact of Final Fantasy on the video game industry and its lasting legacy.