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Game Studies

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Final Fantasy XIV Game Log Two

My first time I cooperatively played with people on Final Fantasy (and on an MMORPG in general) was the first dungeon Sastasha. My group included my character: Ryota Hayami, Unmei Tokoyami, Elderad Serquo, and Legolas Croud. As I said in the first game log, my character is a marauder and a tank (even though I didn't know that I was that class). This ended up causing a little more problems for me than I thought it would.

The tank class ended up being the most popular in the class, so when we needed to complete dungeons I had to wait for my group to be done playing with another tank in the class. This wasn't a big deal, because while they were completing their dungeons I was able to go the training guild and practice battle techniques to get ready. I was learning how to use my 'overpower' attack to get the enemies to attack me for my group's advantage.

When we were getting ready to go into the dungeon, we had some problems getting things ready because I was playing on a PS4, and no one in the group knew how I could add my 'provoke' attack and other ones to my hotbar using a PS4 controller. So before we went into the dungeon, we spent a lot of time getting that figured out so we would be ready to face the enemies together.

When we started to go into the dungeon and fight the enemies, I was realizing how much of the team's weight really falls on the tank. I would lead our team into battle, go behind the

enemies and use provoke and overpower on them so that I would take all the hits. Our healer would focus on healing me while I took the hits, and our two damage dealers would finish off the enemies.

Occasionally, we had some problems getting lost in the dungeons. It was confusing sometimes going into battle against these enemies and then having to reorient ourselves to figure out which way we came from. That made our trek a little longer than it could have been, but it was okay as we were getting better at the game.

I sometimes had problems getting the enemies to lock onto me as well, and I couldn't keep track of them as waves and waves of them would come and I couldn't see the new enemies sometimes. This was a little bit of a PS4 problem too, as nobody knew how to zoom out the camera using a PS4 controller. Occasionally, my team would have issues and I died once or twice throughout our dungeon expeditions. I got revived though, and we ended up beating our dungeons.

I played some dungeons later on with groups that were randomly made up on the FFXIV server so I didn't know who I was playing with, and I actually ended up liking this better as I felt like there was a little less pressure on me to lead as they would just follow me and we were lower level characters. I think the next character I make in FFXIV will not be a tank as I actually found this class to be sort of stressful! As the leader of the group and responsible for taking all the hits, I didn't really like it since this was my first time really playing a game like this. I think next time I will be a damage dealer. I preferred to play FFXIV alone, follow the story, and complete the quests that were given to me when I was playing.