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Ffx sphere grid

In the beloved Final Fantasy X (now on Nintendo Switch, thanks Yevon!), the ball net acts as a state and ability tree of massive scale. Each character starts at a position in the sphere net, and as they gain experience (called SP), they can move around the grid collecting statistics and abilities along the way. I've loved the idea of the ball grid for a while. It has its usability flaw, but the influences on the overall game design are positive and facilitate the type of gameplay Square wanted to do. It is one of the critical forces in keeping players engaged throughout the game and subsequent playthroughs. Let's analyze how well the ball grid supports the game's design as well as the usability problems that keep it from being as excellent as it could be. It keeps novices safe The ball net gives the illusion of choice for the most part. At first it looks like you have so many options, but for the most part, it's pretty linear (for six characters). From a game design perspective, this allows developers to tailor meetings throughout the main games to tight levels to make matches more interesting because they know what stats and abilities the player should have at each point of the game. It gives skilled players more opportunities Experienced players can take more creative paths through the ball net. There are tons of options available to you: Figuring out which routes can be beneficial, and the long-term planning involved is challenging for these players and can often lead to them challenging themselves in matches, as well. The possibility of challenge and control over their destiny keeps them in their flow channel. Key spheres allow you to switch characters to different paths. It can be risky but rewarding. Teleport balls and friend balls found halfway through the game can add crazy options with compromises to your game. One strategy I typically do is to stop leveling some characters up at certain points in the net, usually because I want to take advantage of a lock or teleport. When I get what I need, I can use all my saved up SP to get a significant flurry of stats and abilities at once. This strategy makes me struggle for a while because my characters haven't been progressing while I've been saving it up for later. A concrete example of this is to stop Yuna from moving at some point, waiting for the first friend sphere. When you get a friend bullet, teleport her to where Lulu is (preferably when Lulu is on level 3 magic bullets). You can use her saved up balls to zoom through the rest of Lulu's grid achieving a lot of magical sheet music that will make her super powerful for the time in the game. But since she doesn't go down her path anymore, you'll miss higher-level healing spells, so there are compromises. (International/Remaster only) The expert grid allows for more choice and Game Games for skilled players, since all characters start in the middle (much like Kimahri in the standard net). (Although, in practice, startup statistics are very crucial for a grade job. It's almost useless to take Yuna down Auron's path.) Avoid it completely - NSG challenge. Various other challenges can be done with it too, increasing replayability. The incredibly designed Chocobo Eater rewards highly qualified players with important balls! open up many opportunities to make progression more interesting. Kimahri adds safe nonlinearity for all players Kimahri adds non-linearity in progression that will not make it impossible to complete the game, but can still be used to make progression more interesting. Novice players usually find Kimahri useless. If a player messes him up by taking him down the wrong path, he could end up being one of the weakest members. The great thing for these players: you don't need him for any of the enemies in the game. Everyone else is built to fight a particular enemy type. Players may complain that he is useless, but it was their choice. (Although the game could come up with suggestions or something to help new players make good decisions. I would like to see some kind of novice room/NPC that teaches you useful strategies for the sphere network). Skilled players will love Kimarhi because he is in the perfect position to do lots of creative things with the sphere net. Typically people use him to learn steal/use early in the game. I like having him steal ASAP, so stop moving to save up SP break use it when I get important bullets and teleport bullets to move him through Yuna and Lulu's grille. By Evrae, he's usually my best wizard. If you want more examples, here's a great Reddit thread. Usability Question The ball network also has its fair share of problems. Some feel that the lack of choice is a problem. I hope after reading the above, you realize that while it is mostly linear to manage difficulties/strategy in the game, there are plenty of choices you have to make the game more interesting. There are still some players who might prefer a completely non-linear progression system like the FF12 original license board, but I think many of people's complaints about the lack of choice stem from the UI. (It is worth noting that a nonlinear progression system would completely interfere with the nature of the combat system and strategy altogether. It wouldn't even be the same game.) The real problem with the ball grid is that the user interface takes so much work that it can become cumbersome to use it just to move your characters along a linear path. It violates some basic usability principles of user experience. When all you want to do is move your characters down a straight path, why would it take so long to what to do? In addition to that, even making legitimate choices takes a lot of time. In getting my platinum trophy, trophy, spent at least 12-20 hours out of 90 in the ball grid menu, just leveling up characters in ways I don't even need to. Most of the time it takes stems from micromanaging nodes. To activate a ball node, there must be a sign on it or next to it and place the appropriate type of red ball. This is cumbersome and exists only for some questionable post-game decisions and the use of a few particular types of spheres. I wonder how much different the game would have been if they gave up the red balls and just let you auto activate any node you have crossed through while having a separate button for activating special types of balls to a node? I could imagine that it would have saved hours for players while barely changing the game at all. Post-game has a lot of usability problems too... but let's not go there yet. (Clear balls... What were they thinking???) Relation to theme One of the major themes of FFX is the concept of breaking false traditions. I find it interesting that the ball grid parallels this loosely. In the beginning, most characters are stuck in their part of the sphere grid, just as they are stuck in their faith in history. Gradually throughout the game, as the truths of Yevon are unraveled, you get more and more abilities to break people out of their sections, showing that just because we see Rikku as a thief, does not mean that we can not break the traditions that thieves can not use magic. It's always good when the progression system supports the theme ☺ Conclusion The (mostly linear) structure that Sphere Grid allowed Square to make a well-balanced game because they know that low-skilled players won't spoil too much. But important spheres, special spheres, and Kimahri allow highly skilled and returning players to take advantage of some interesting combinations that change up the gameplay at the middle of the end of the game. It's a shame that the user interface is so horrible. Apart from that, it's a great example of how to make a linear/non-linear hybrid progression system. So ddd Sphere Grid Sphere Grid (Hệ thống lưới cầu) là tên của hệ thống kĩ năng trong Final Fantasy X. Nó là một hệ thống những nốt có liên hệ với nhau được xếp vào những cụm hình cầu nhỏ, những cụm nhỏ lại hợp thành một cụm lớn gần giống hình cầu, tạo thành một mạng lưới dày đặc. Sphere Grid chứa tất cả những khả năng và kĩ năng đặc biệt mà một nhân vật có thể học. Cái tên Sphere Grid dùng để chỉ thiết kế hình cầu (ball) của hệ thống và việc sử dụng các viên Sphere để kích hoạt trong game. AP và Sphere Level[sửa | sửa mã nguồn] At the end of each match, every character in the party who took at least one full turn in battle will serve ap. Characters that have changed their first KO'd or petrified at the end of the fight will not win ap. For example, if the starting lineup is Kimahri, Wakka and Rikku, and Wakka is replaced his first tour and does not return, he will not get any AP because he did not take a full ride. Similarly, if Wakka is replaced by Auron and Auron is immediately replaced, he will not serve the AP either. In the example above, if Kimahri acts first in battle and defeats all enemies on his turn, Rikku and Wakka will not receive any AP because they did not get a ride. If the player defeats an enemy party using an Aeon, Yuna will be treated as having taken a turn and will serve the AP, even if she convened aeon on her first turn in combat. Once enough AP is earned, the character gains a Sphere Level, abbreviated as S.LVL in-game. When you move around the Sphere Grid, the character can move a node forward for each S.LVL they have. The player does not need to activate a node to pass it himself. Whether a node was activated or not, when the player passes it a rüblot of color appears linking their current node to the node they have just left, to show that they have already been down their path. If you move around paths that are already connected in this way, the character can move three nodes for each S.LVL they have. As is the case in most previous Final Fantasy games, at the beginning of the game each character is set with certain strengths and weaknesses, as evidenced by the many different odes in their part of Sphere Grid. However, due to the function of the sphere grid, the player has a choice to go out of his way to put the character down another path. The character-specific parts of Sphere Grid each merge into each other at certain points, allowing the player to take the shape down the corresponding level: A level 4 locking spheres cannot open any locked node, but level 4. When a locked node is unlocked, it unlocks all characters, regardless of who unlocked it. Purple balls are used to fill empty nodes with statnodes. There are ten types of purple sphere, one for each for the basic statistics: HP, MP, Strength, Defense, Magic Power, Magic Defense, Agility, Evasion, Accuracy and Luck. When an empty node is converted into a state node, the state increase given by that node is higher than the increase given by a normal node: For example, an HP node made of a purple ball provides 300 HP, as opposed to normal HP nodes, which provide +200 HP. MP nodes give +40 MP, and all others nodes give +4 in their respective state. Yellow balls are used to enable the ability of nodes that have been activated by at least one other character, regardless of where that node is relative to the character's location. The types of yellow ball are: Attribute Sphere - enable any state node Special Sphere - activates any special node Skill Sphere - activates any Skill node White Magic Sphere - activates any White Magic node Black Magic Sphere - activates any Black Magic node Master Sphere - activates any node Light Blue Balls canport teleport characters around the grid. The types of light blue ball are: Return Sphere - Warp to any node previously activated by the player. Friend Sphere - Warp to another ally's place on the web. Teleport Sphere - Ford warp for any activated node on the web. Warp Sphere - Warp to any place on the web. Clear balls are aqua and can only be obtained after the player has caught five of each monster in the game, then they can be purchased from monster arena trainer. They will clear any state node and repeal whatever state increase it gave. The ability nodes cannot be cleared. Customization[sửa | sửa the way] There is also an option (if you choose to) to fully customize their own personal Sphere Grid. By doing this, you would be able to max out your character(s) stats. If you only enable the available nodes there, the characters will not max. Some nodes will have either +1, +2, +3 and (rarely) +4 as well as +200 HP and +20 MP. By using Clear Sphere (which is only available at Monster Arena), you can clear the weaker node (thus also lowering the state of any body that has previously activated this node) and activated any of the purple color balls of your choice (HP, MP, Strength, Defense, Magic Power, Defense Magic, Agility, Evasion, Accuracy and Luck). When you remove all the weaker nodes with +4, +300 HP and +40MP, it is possible to max quite a bit of the stats you want. Most people would try to max out everything except MP and Luck. If you have One MP skill adapted to your weapon, the 999 MP is plentiful. When you have 255 (which is the maximum amount of statistics) in everything else, luck doesn't affect you much longer. Some users can also customize the entire Sphere Grid again and add in the statistics where they want. Strength nodes on the right side, Magic Nodes on the left side, etc. It's entirely up to the user. It all starts with Clear Sphere. Special spheres [sửa | sửa the name] The special sphere to help you adapt to the sphere are monsters from monster arena. The chart below tells you what they fall and how to acquire them. Ability List[sửa | sửa the skills[sửa | sửa the way] Spell MP Cost Description Sphere Grid Section Dark Attack 5 inflicts darkness on an enemy for three rounds. Wakka Silence Attack 5 Inflicts Silence on an Enemy three rounds. Wakka Sleep Attack 5 puts an enemy to sleep for three laps. Wakka Delay Attack 8 Delays target next trip. Tidus Zombie Attack 10 inflicts zombie status effect on an enemy. Auron Dark Buster 10 Always inflicts darkness on an enemy for 1 turn. Wakka Silence Buster 10 Always inflicts silence on an enemy for 1 turn. Wakka Sleep Buster 10 Always inflicts sleep on an enemy for 1 trip. Tidus Triple Foul 24 inflicts darkness, silence and sleep on an enemy for 3 laps. Wakka Extract Power* 1 Allows the target to lose power balls. Auron Extract Mana* 1 Allows the target to drop mana balls. Kimahri Extract Speed * 1 Allows the target to drop ability bullets. Tidus Extract Ability * 1 Allows the target to drop ability bullets. Wakka Power Break 8 Lowers the opponent's strength. Auron Magic Break 8 Lowers opponent's Magic. Auron Armor Break 12 Lowers the opponent's physical defense and revokes Armored status. Auron Mental Break 12 Lowers the opponent's magical defense. Auron Full Break* 99 inflicts enemy power, magic, armor and mental breaks. Auron Nab Gil * 30 Attack and steal gil at the same time. Rikku Nab Gil * 30 Attack and steal gil at the same time. Lulu Quick Hit 12 (36*) Strike fast with reduced recovery time. Tidus *PAL/International version Specials[sửa | sửa the way] Spell MP Cost Description Sphere Grid Section Flee 0 Aids party escape from battle. Tidus Steal 0 steals items from enemies. Rikku Use 0 Use special items. Rikku Pray 0 Restores a small amount of HP to all allies. Yuna Cheer 0 Raises the party's strength and defense. Tidus Aim 0 Raises the accuracy of the party. Wakka Focus 0 Elevates the party's magical and magical. magical defense. Lulu Reflex 0 Raises the party's elusiveness. Lulu Luck 0 Raises the Party's Luck. Rikku Jinx 0 Lowers the opponent's luck. Kimahri Lancet 0 Absorb HP & MP from an enemy. Kimahri Guard 0 Allows character to guard allies while in defensive position. Auron Spare Change 0 Attack by throwing gilt. Rikku Threatens 12 Immobilize an Enemy With Fear; inflicts Stop. Auron provoke 4 Characters an enemy's attack against you. Tidus Entrust 8 Contribute your overdrive charge to an ally's gauge. Auron Copycat 28 Imitate an ally's previous action. Rikku Pilfer Gil * 20 Steal the feast from an enemy. Rikku Quick Pockets* 70 Use fast items with reduced recovery time. Yuna Doublecast 0 Allows character to throw Black Magic spells twice. Lulu Bribes 0 Pay an enemy to make it disappear. Rikku *PAL/International version White Magic[sửa | sửa the name] Spell MP Cost Description Sphere Grid Section Cure 4 Restores less HP. Yuna Cura 10 Restores moderate HP. Yuna Curaga 20 Restores larger HP. Yuna Scan 1 See the goal's vital statistics. Kimahri NulBlaze 2 Cancels Fire damage to an attack. Yuna NulShock 2 nullifies lightning elemental damage for an attack. Yuna NulFrost 2 cancels water element damage for an attack. Yuna Esuna 5 Removes negative status effects. Yuna Life 18 Revive a KO'ed party member with 50% max HP. Yuna Full-Life 60 Revive a KO'ed party member with max HP. Rikku Haste 8 Increases Agility of party member. Tidus Hastega 30 Increases Agility of the Party. Tidus Slow 12 Reduces Agility of the target. Tidus Slowga 20 Reduces agility of the target lot. Tidus Shell 10 Halves damage from magical attacks. Yuna Protect 12 halves injuries from physical attack. Yuna Reflect 14 Bounce magic out of the target back on enemy celebration. Does not reflect all spells. Yuna Regen 40 Target restores a fraction of HP each ride for 10 laps. Yuna Holy 85 Heavy Saints elementary injuries. Yuna Auto-Life 97 automatically revives the KO'ed target with 25% of Max HP. Yuna Black Magic[sửa | sửa the name] Stave MP Cost Description Sphere Grid Section Fire 4 Minor fire element damage. Lulu Blizzard 4 Minor Ice elemental damage. Lulu Thunder 4 Minor Lightning elemental injuries. Lulu Water 4 Less water elementary injuries. Lulu Fira 16 Moderate Fire elemental damage. Lulu Blizzara 8 Moderate Ice Elemental Damage. Lulu Thundara 8 Moderate water elemental damage. Lulu Firaga 16 Major Fire elemental injuries. Lulu Blizzaga 16 Major Ice elemental injury. Lulu Thundaga 16 Major Lightning elementary injuries. Lulu Waterga 16 Major Water elemental damage. Lulu Bio 10 inflicts poison and non-elemental damage. Lulu Demi 32 Reduces HP of target share by 1/4. Lulu Death 20 inflicts death. Lulu Drain 12 Steal HP from goal to restore own HP. Wakka Osmose 0 Steal MP from the goal of restoring own MP. Wakka Flare 54 Extreme non-elemental damage. Lulu Ultima 90 Extreme non-elemental damage to the target party. Kimahri Community content is available under CC-BY-SA unless otherwise specified. Noticed.

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