Persona 3 Brainstorming:

First complaint: Party Leader System

Persona 3 is plagued by a incredibly frustrating issue. An issue that there is NO excuse for. Persona 3 uses a party leader system. For those who don't know what that is I'll explain. Basically, a party leader system is a system you see in some rpg's such as the persona games and Final Fantasy XIII, in a party leader system combat is managed through a single character while party members act through AI; there is nothing inherently wrong with this but there is one HUGE glaring issue. No matter how many revival items you're carrying, the death of the player character is an INSTANT. GAME. OVER. It sends you straight back to the fucking title screen! Now before anybody starts blowin up at me let me explain. It has been SHOWN that characters who do not possess healing spells USE items. WHY ISN'T THE INVENTORY SHARED!? WHY CAN'T I ACCESS THE INVENTORIES OF MY PARTY MEMBERS!? WHY CAN'T THEY USE MY REVIVAL ITEMS TO BRING ME BACK WHEN I CAN BRING THEM BACK JUST FUCKING FINE!? It is just an unfair reason to send you back to the title screen when it doesn't even make sense within the context of the game. The other members of SEES TRUSTED me to run the team so why can't I manage THEIR inventories!? Why are they left completely unable to revive me!? Yukari gets a goddamn revival spell! WHY DOESN'T SHE FUCKING USE IT!? The only, I repeat, ONLY time a true game over should fucking happen is in the case of a complete party annihilation! There's no excuse for it when there's so many revival options at my parties disposal!

Second Complaint: Idiotic party AI

One thing the Persona games at large love to put huge emphasis on is the use of magic to exploit the weaknesses of enemies. This is common amongst rpg's most notably the pokemon games. The game has your typical rpg element types. Fire, ice, lightning, light, dark, etc. etc. and at the start of each battle it's usually a good idea to have Mitsuru (Fuuka later in the game) analyze the enemy so as to find out their weaknesses. So let's say you're fighting an enemy and you take a minute to analyze the enemy yadda yadda yadda and you find out that it's weakness is wind! But you forgot your wind persona back in the velvet room! Oh no! It's a good thing you brought along Yukari! Surely she'll use her wind spell against the weak enemy! ...Oh she just wanted to...attack...it.....GOD DAMMIIIIIIIIIIIIIIIIIIIIIIIIIT! Here's another BIG FUCKIN ISSUE I have with persona 3 THE AI CAN'T THINK IT'S WAY THROUGH A KINDERGARDEN BELLWORK LET ALONE HOW TO WIN A BATTLE IN A PARTY LEADER SYSTEM! BUT JOEY YOU CAN USE YOUR OWN PERSONA'S TO HELP COMPENSATE FOR THAT! YES! I KNOW! BUT THERE STILL IS NO, I REPEAT, NO EXCUSE FOR THE AI NOT EXPLOITING WEAKNESSES AT EVERY CHANCE THEY GET! Now if the enemy is only like, 1 health away from defeat I understand, and this problem could EASILY be fixed by just letting ME control my parties actions in battle, whether it be optional or otherwise. Persona 4, luckily, addressed this issue in particular by letting you have control by changing your party's tactics.

3. Ugly anime cutscenes

Now, I don't want to give you guys the wrong idea I always LOVE the inclusion of anime cutscenes in games. Games like Catherine use these spectacularly, however, the animation is persona 3 is fucking HIDEOUS. Faces lack essential details like facial contours and in general aren't very appealing to the eye, the colors are decently washed out and the movement of the characters seems stiff enough to sometimes take you out of really dramatic moments. Not to mention the anime cutscenes can often clash with the in-game art style making the characters seem far too different from their in-game rendered counterparts. Everybody seems strangely tall in the anime cutscenes just to end up looking really short in game, a minor complaint, I know, but it was always rather jarring to me.

4. HUGE delay in being able to develop party relationships.

Another mainstay of the Persona series would have to be the Social Link System. In the social link system you are able to talk to, hang out with, and experience some of life's troubles with members of your party and level up the Arcana's they represent respectively, these include your party members, but pretty much only the women. Why not let you hang out with your guy friends? Not to mention the delay before you can actually hang out with the people in your party is HUGE, you can't even hang out with Mitsuru until the game's almost over! for the most part the character arcs aren't terribly interesting and usually just end with a heavily implication that you spent a "special evening" with them, which only rewards you with a dinky little trinket that will let you create the strongest persona in their respective arcanas, which is great! But I feel like I wanted so much more out of the relationships presented! It never feels like you're going on a date with your girlfriend it's usually just helping them deal with their dramatic crap! Even when you max out the Arcana's which is supposed to be when your relationship comes to fruition there's no longer any point in hanging out with that person! You just do the same thing over and over again.

5. Dungeons lacking variety

The main thing that'll be taking up your time between high school and full moons are the dungeon crawling segments which take place in a tower that only appears during the Dark Hour known as Tartarus. The objective in tartarus is simply to get to the top and get stronger along the way my only real complaint about this is that the various sections of Tartarus only have minute differences and it can get tiresome after a while.

6. ATTROCIOUS DUBBING

Normally Atlus does fantastic work with the english dubbing for their games but the english dub in Persona 3 is SIMPLY UNACCEPTABLE. The most expressive characters in the game are probably Junpei and Yukari, but Yukari just sounds like a complete Mary Sue and don't get me wrong here, I love me some Vic Migogna but he's horribly miscast as Junpei, his voice just doesn't fit the character, Fuuka is a robot, Akihiko smokes 30 packs a day, Mitsuru is unfeeling, Aigis is...Aigis, and the protag is unacceptably played by Yuri Lowenthal. Who I hate. But he's in everything. So I tolerate him. BUT THANKFULLY there's an option to turn the voices off however it doesn't turn them off in battle or in the anime cutscenes. Come on Atlus, give us some japanese voice options in the future.