# Comparing the 2D & 3D games of the Sonic the Hedgehog franchise

The most iconic Sega franchise began in the early 90’s with the release of the game Sonic the Hedgehog for the dream cast. Sonic the Hedgehog was a very linear side scowling 2D platformer with a vague plot of an evil Dr. Robotnik screwing up your forest home while you race thru his robot minions to stop him. The games mechanics focused on Sonics running and jumping quickly thru a winding and looping track of land while dogging enemies and jumping on springs launching you across great distances, these levels were all about the speed. After the Success of the original Sega released serval sequels adding things, such as some side characters, new abilities, and subtle changes to how Sonic felt to control in order to make the games feel fresh. All seamed well until they decided to transition the franchise into 3D.

The transition from 2D to 3D in 1998 with the release of Sonic Adventures was the start of the steep decline of the franchise. There are three main reasons why this decline began at this point. The first is that the continued changes to Sonics controls that continued to be made with each sequel became much more pronounced when translated into 3D (Hextupleyoodot, 2015). This major change of controls between every instalment prevented long term fans from using the skill they developed and the nuances they learned in previous games, this caused much frustration and resentment. Second Sega attempted to give a deep, serious, and a rather dark plot to a franchise whose story had up until now been light hatred and close to nonexistent (Hextupleyoodot, 2015). Sonic was not originally designed to be a serious character but an empty and snarky mascot so Sega could compete with Mario. This jarring and dark tonal shift that only got progressively darker over future instalments of the franchise cased the franchises popularity to plummet. Finally the franchise caught that deadly pelage on the gaming industry, the release of yearly sequels whether they are ready to ship or not (Hextupleyoodot, 2015). Sages demand and released what amounted to a yearly instalment of the franchise. This rushed development cycle in combination with the fact that the development team attempted to make each game distinctive from the ones that came before it in terms of game play is a recap for disaster. These rushed games were extremely buggy and felt unfinished to gamers.