This week I brought out my GameCube once again. This time I played Sonic Heroes. This game is a big part of my childhood. I remember playing it every day after school. It felt like a massive game because it took me so long to beat it. Even though it’s older, it still does some things I haven’t seen replicated in a while.

Sonic Heroes is a 3D platforming game. The goal of the game is to use all of the teams in order to complete levels, fight bosses, and defeat the final boss. It’s the usual Sonic formula. However, there is an aspect of the game that deviates from the formula; the ability to select teams. This gives the player a choice in how they progress through the game. There are 4 teams in the game: Team Sonic, Team Dark, Team Rose, and Team Chaotix. However, to unlock the last story, you need to complete all 4 team’s story as well as collect the 7 Chaos Emeralds. So while the player does get a choice, it doesn’t entirely affect how the game turns out, because the ending is the same regardless of your team choices and the order you complete their stories.

There are 3 members to each team: speed, power, and fly. Speed characters are the fastest, fly characters can fly but are slower, and power characters have more powerful attacks, but are the slowest. Each team offers a different playstyle in the game. You play through the same levels as each time, but they have different objectives each time. Team Sonic offers a classic Sonic experience. Your objective is to just progress through the level as fast as possible with mild difficulty. Team Dark is the most difficult. Their levels are longer and will have more enemies, and usually take nearly 10 minutes to complete. Team Rose on the other hand has the easiest levels. Their levels are short with few enemies. Team Chaotix have treasure hunt type levels. You need to find certain objects hidden in each level in order to complete them.

I feel that this team-based gameplay gives the game a certain charm. Even though your team choice doesn’t affect the outcome, it’s fun progressing though the levels switching characters as you please. I feel that my team can try and apply this concept to our game, where we have different squads to choose from, and each squad member brings a certain ability to the table. Although our game will be designed so that your team choice can affect the outcome of the game. Either way, Sonic Heroes is one of my childhood favorites, and definitely serves as inspiration for our game.