

Tenjing Norsang

Speculative Proposal

## Project Overview:

Project Name: Sonic Evolution

Summary: Sonic's memories have been stolen by an unknown entity. Sonic will have to blast through familiar areas to collect his forgotten memories back.

Core Concept: A homage to the Sonic the Hedgehog series while also improving my skills as a game developer.

## Climax Version:

User Experience: Players will control Sonic the Hedgehog as they run through areas of Sonic's history and reobtain Sonic's forgotten memories, unlocking abilities in the process.

Technology & Systems: Built in Unity.

Creative Components: Since this is a love letter to the Sonic series, I thought having Sonic reexperience his grand adventures was a fitting choice. Having Sonic relearn his abilities shows the progress of his evolution over the years. Sonic is able to travel through the different areas using portals, blending them together..

Expected Impact: This project will greatly help me learn more about coding and asset development. The target audience are Sonic fans as they will be able to understand the sentiment and references, but the game can be enjoyed by anyone.

## Least Viable Product Prototype Version:

### Core Features:

- Playable Sonic character with most if not all his planned abilities.
- Test Level

### What It Can Do:

- Move around and do stuff as Sonic

### What It Won't Do (Yet):

- Have a proper level
- No Enemies
- No Interactables (Springs, Ramps, etc.)

Scalability Plan: The next steps would be to work on the aspects of the game that haven't been implemented yet.

## Research & Influences:

### Existing Projects & References:

- Official Games
  - Sonic Unleashed (2008)
  - Sonic Generations (2011)
  - Sonic CrossWorlds (2025)
- Fan Games
  - Sonic GT (2020)
  - Sonic Omens (2022)

What You Need to Learn: I would need to learn how to replicate Sonic and his abilities in Unity. I also need to learn asset development and level design.

## Self-Reflection & Open Questions:

What Feels Strong?: Gameplay formula (Boost Formula) I am using is positively regarded by the Sonic community and is a staple in Sonic's newer games.

What Feels Weak?: The concept of Sonic running through areas of his past has been done before (Sonic Generations, 2011), but I believe that the concept is different enough that it works.

What Needs Testing?: I have no idea if Sonic's abilities in older formulas (Classic, Adventure) will complement his abilities in his current formula (Boost).