Sonic's Youth

eit et al.

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Overview

Summary

You play as Baby Sonic running across an open 3D world before the time traveling Accelerationist Doktor Eggman provokes a Technological Singularity. The faster you go, the more cartoony/simplified the world gets, and the slower you go, the more 'realistic' it is.

Number of Players

0-∞

Platform

Nintendo Switch

Genre

3D Platformer/Racing/Strand-lite

Audience

Zoomers, Zoomers at heart

WOW factor

It's a good 3D Sonic Game, morphing graphics, open world, post-modern rogue-like elements.

Targeted Player Experience

Transcendental, vertigo inducing, action adventure

Design Goal

The most beautiful game imaginable.

Reference Games

Sonic CD/Sonic Adventure/Sonic Adventure 2
Braid, Dyad, Noby Noby Boy

Design Details

Game Modes

The game.

Controls

Name of Control		Input
Move	Makes Sonic move in different directions along the x and y axis.	Right Stick
Jump	Propels Sonic on the z axis. This is a spinning attack.	A
Spin	Turns Sonic into a fast destructive spinning ball.	B
Camera	Change the camera to see different perspectives.	Left Stick

Rules

Gotta Go Fast.
No things to slow you down

Zones

Green Garden Zone

Sonic wakes up to a disturbance, Dr. Eggman is sealing up Sonic's home town. Sonic has never left his green hill before. This area is very quick to play, woodland and suburban. The preserved town or biodome in which Dr. Eggman grew up. The last suburb of Mobius. It is sealed by a bubble/egg shell. It is not explained here, but Dr. Eggman's plan is to send this egg into space and plant it on another planet to restart life.

Act I - Homeside Hill

- ❏ Green field outside of where Sonic was born

Act II - Land Laboratory

- ❏ More and more traps set up around Sonic's home
- ❏ More of a forest
- ❏ Based on when I made a deer traps when I was very little
    - ❏ Two pieces of wood nailed together
    - ❏ Rope laying around

Act III - Research Blvd.

- ❏ A lab where animals are turned into robots
- ❏ Boss
- ❏ Cutscene
    - ❏ The building is destroyed showing that you are outside of a train station
    - ❏ Sonic jumps onto the train as it stops next to the building.

Big Apple Zone

This is the peaceful metropolis where people/creatures live on Mobius. This section shows everyone being mass turned into robots in the end.

Act I - NJT Pt. 2

- ❏ Fast paced running through trains, on top of trains
- ❏ You get to see the city in the background and views of all the other Zones that you'll go to in the future

Act II - Terrible Town

- ❏ 123

Act III - Terrible Tower

- ❏ Afsd
- ❏ Boss

        - ❏ You are attacked by a bunch of drones on the top of the tower.
        - ❏
    - ❏ Cutscene
        - ❏ Sonic grabs onto one of the last drones and uses it as a hang glider to the next area

Carnival Island Zone

Based on Atlantic City, Asbury Park, Coney Island, and Las Vegas, it is a fun beach/party town and where Dr. Eggman made all his money from. Lots of fun rides and sewage. Lots of level designs based on Pinball and Pachinko. A version of Steeplechase but Dr. Eggman is shown everywhere.

Act I - Sludge Beach

- ❏ 1

Act II - Big Boardwalk

- ❏ 1

Act III - Hard Boiled Hotel

- ❏ 123

Forgotten Freeway Zone

Act I - Cursed Church

- ❏ Based on the “Silent Hill” church in Centralia, PA
- ❏ This church is connected to a haunted elevator in the Hard Boiled Hotel
    - ❏ This elevator falls for a very long time
- ❏ Everything is very foggy
- ❏ Pumpkins are everywhere
    - ❏ Pumpkin robots
- ❏ Based on the pyramid level in Sonic & Knuckles
    - ❏ Light switches
    - ❏ Ghosts
    - ❏ Traps
        - ❏ Walls closing in
        - ❏ Water filling up room
        - ❏ Ceiling falling in
- ❏ Mad scientist that is a broken robot that is trying to fix broken robots
- ❏ Mini-Boss
    - ❏ It’s the whole haunted house fighting you
    - ❏ The house is a pumpkin too
    - ❏ It has vine whips
    - ❏ Robot zombies?

Act II - Graffiti Grove

- ❏ Based on Centralia, PA
- ❏ Dirt/motor bikers and ATV rider robots patrol the area
- ❏ Long graffitied highway with a bunch of exposed heat and fire craters
- ❏ Heat warps the visuals and makes things wavy
- ❏ Forest and mountains all around, plants popping out from pavement

Act III - Miner Mountain

- ❏ This is a fiery pit and abandoned mine.
- ❏ When Sonic gets burned, he turns into a pile of ash and his eyes blink like a cartoon and then fall into the ash
- ❏ At the end of this boss, this whole area gets robo-gentrified
    - ❏ A bunch of robots come in and just very quickly build up the Infinity-Mall and factory

Infinite Store Zone

Act I - Fractial Factory

- ❏ Toys, Clothes, Machines, and other products seen in the world are shown being assembled here
- ❏ Drones move frantically around making different products.

Act II - Maniac Mall

- ❏ All of the different products in the world that you have seen are being sold here
- ❏ Versions of those products you have seen in the environment now attack you
- ❏ Based on a level of Contact
- ❏ Hip looking robots wearing Blue Supreme style shirts that say ‘Sonic’
    - ❏ These robots attack you
- ❏ You can jump on skateboards for boosts
    - ❏ Different sized boards for different boosts
- ❏ Looks like Jet Set Radio Future
- ❏ Half Pipes and things are around everywhere
- ❏ Lots of glass breaking
- ❏ Neon signs

Act III - Entertainment Alley

- ❏ Large entertainment zone based on barcades, movie theaters, and Time Square
- ❏ If you ruin robot’s fun, they will come and attack you
- ❏ Many people are playing Sonic and other Sega games
    - ❏ Sonic Fighters, SegaSonic,
- ❏ There are tournaments
- ❏ Boss

- ❏ Some variety of that boss from Sonic Mania where you play the mean bean machine game
- ❏ But somehow this is a 3D version
- ❏ Maybe somehow a rhythm game?

Brain Freeze Zone

Act I - Crazy Commissary

- ❏ Multifaceted food court
- ❏ Food for robots, what do robots eat?

Act II - Desktop Dynasty

- ❏ Robots work at desks, this is sort of a maze/labyrinth
- ❏ This area is cold

Act III - Server Sanctuary

- ❏ This area is very very cold
- ❏ You can see Sonic's breath
- ❏ Typical ice level
- ❏ Boss
  - ❏ AC System
  - ❏ After you destroy the AC System, the server room catches on fire

Egg Ex Zone

The final area. It is a large military/space exploration base. Dr. Eggman's true headquarters. Based on parts of Ninja Gaiden (Xbox), Elon Musk's SpaceX.

Act I - Fanfare Facility

- ❏ Large Dynasty Warriors inspired mass of enemies.
- ❏ They are all playing instruments protecting a rocket base.
  - ❏ Some brass instruments breathe fire.
- ❏ Triumphant midi/synth inspire fanfare like this Liturgy song Fanfare

Act II - Rocket Ride

- ❏ Mobius is about to be destroyed and many rockets are leaving the planet
- ❏ Sonic has to hitch rides up to Eggman's hideout by jumping from rocke to rocket
- ❏ Different made up micronation flags will be flying from each rocket

Act III - Megalomaniac Moon

- ❏ This is Eggman's lair.
- ❏ Lots of confusing gravity puzzles.
- ❏ You travel throughout his whole base, this level has three micro acts within itself
- ❏ Boss

- This boss is sort of based on the last boss from Metal Gear Rising.
    - I mostly like this, because when I played the early Sonic games as a kid, I was like… why is it that I cannot chase down Eggman and beat him up. I would want you to be able to chase him down and defeat him in this game although that feels violent. I think he may deserve it in this game. Maybe he does the time travel thing right before you can “finish him off”. I just like the idea of playing with these open ended parts of those games. I felt this really hard during that part in Sonic & Knuckles where Eggman escapes with the Chaos Emerald. I felt very frustrated that you can’t intervene, no matter what you do.
- Forms
    - Intro - Eggman (Race)
        - You chase Eggman and try to stop him from getting into his floaty device.
        - It is very difficult, but you can potentially defeat him here, skipping all of the 3 boss fights.

    - Pt. 1 - Egg
        - Eggman floats around in his little floaty device.
        - It’s just the boss fight from the first Sonic game, but it’s in 3D.
        - It builds up and gets very climatic and complicated, lots of swinging wrecking balls.
        - When you defeat him, he flies into a Mecha.

    - Pt. 2 - Mecha Robotnick
        - Feels like a normal climactic boss part 2.
        - At the end of this, it starts to pilot the whole moon base.

    - Pt. 3 - The Moon
        - You fight the whole moon. Maybe this is too similar to Dead Leaves. It would be really satisfying doing something so macro!
        - The camera is very zoomed out when you are fighting, you are very fast at this point.

    - Epilogue - Eggman (Brawl)
        - Yeah, maybe you just bop him on the head and it turns into a cutscene, like how in Bionic Commando you shoot Hitler in the face and it sorta turns into a cutscene. I bet that would feel really kinetic and satisfying.
        - A cutscene of an egg breaking.

Short Essays

Why is Doktor Eggman an Accelerationist?
Is Sonic Gay?
Is Tails Gay?
Is Doktor Eggman Gay?
What is Sonic's Political Ideology?
What does Sonic Eat?
Is Sonic Friends with Cops?
What is Sonic's Favorite Music?
Who Would Sonic Vote for?
Is uwu Inherently Funny?

Style Guide

Characters

Sonic

Amy

Tails

Knuckles

Dr. Eggman

Big The Cat

Froggie

Little Robot 1

Little Robot 2

Me

My Friends

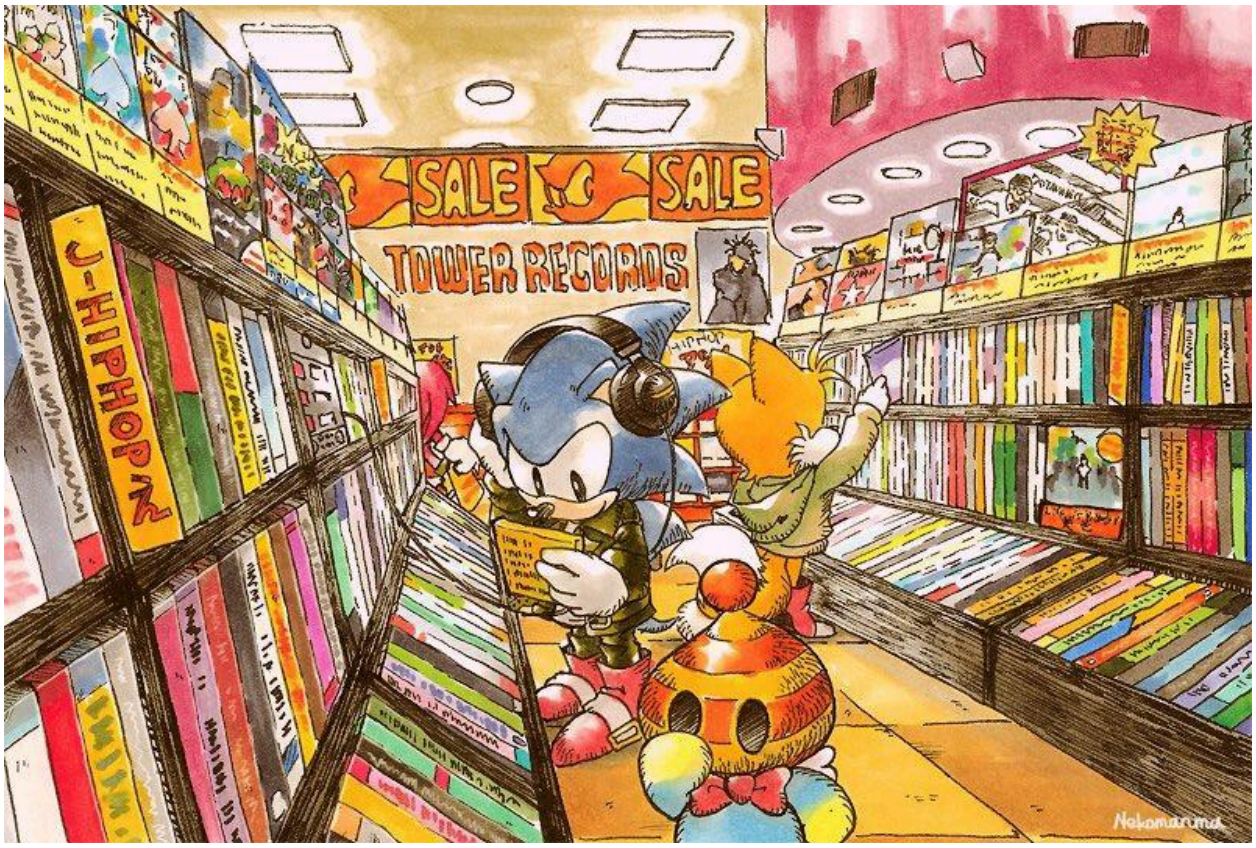
You

Your Friends

Froggie’s Friends

Mrs. Illusion.

Illustration



Fashion



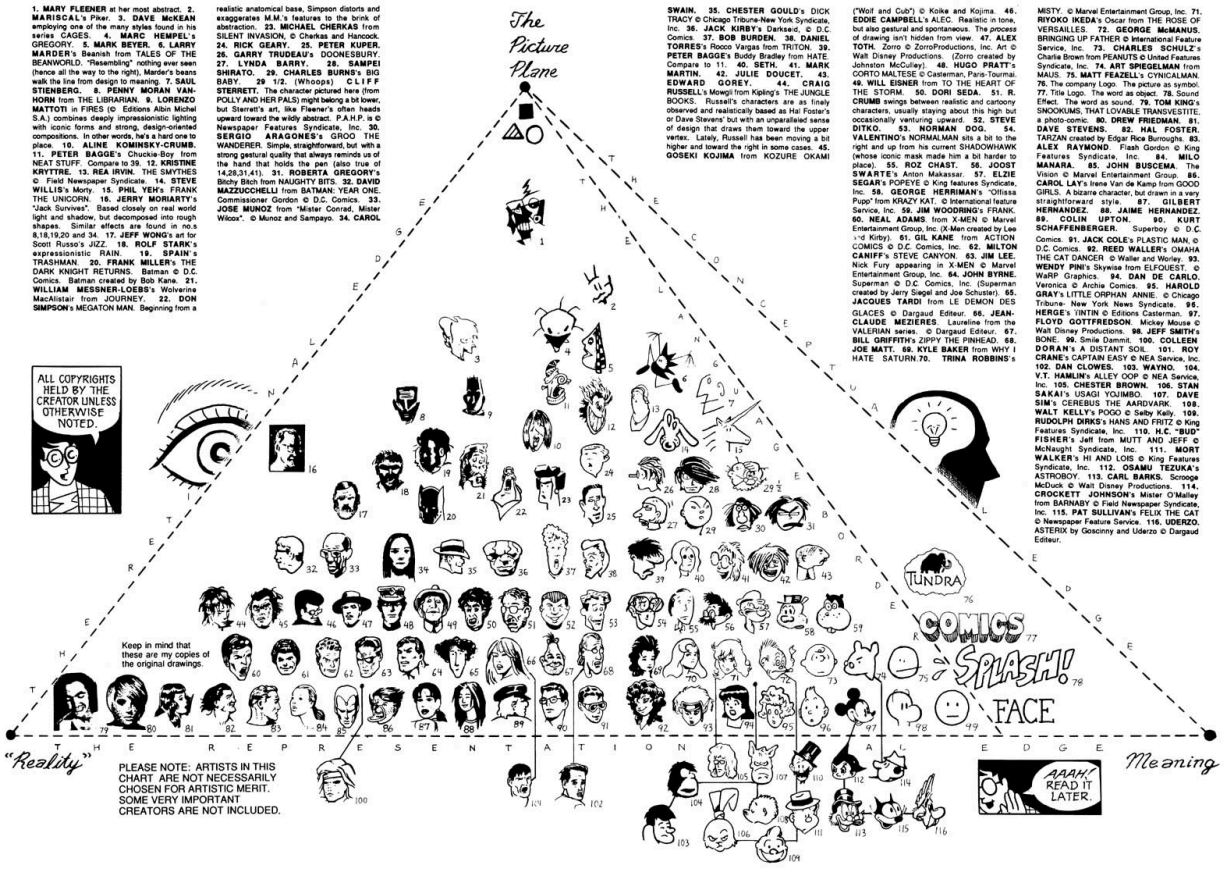
Industrial Design



SaceSpeed



“As a matter of fact… Yes!” - everythingstaken



1. **MARY FLEENER** at her most abstract. 2. **MARISCAL**'s Piker. 3. **DAVE McKEAN** employing one of the many styles found in his series CAGES. 4. **MARC HEMPEL**'s GREGORY. 5. **MARK BEYER**. 6. **LARRY MARDER**'s Beanish from TALES OF THE BEANWORLD. "Resembling" nothing ever seen (hence all the way to the right), Marder's beans walk the line from design to meaning. 7. **SAUL STIENBERG**. 8. **PENNY MORAN VAN-HORN** from THE LIBRARIAN. 9. **LORENZO MATTOTI** in FIRES (© Editions Albin Michel S.A.) combines deeply impressionistic lighting with iconic forms and strong, design-oriented compositions. In other words, he's a hard one to place. 10. **ALINE KOMINSKY-CRUMB**. 11. **PETER BAGGE**'s Chuckie-Boy from NEAT STUFF. Compare to 39. 12. **KRISTINE KRYTTRE**. 13. **REA IRVIN**. THE SMYTHES © Field Newspaper Syndicate. 14. **STEVE WILLIS**'s Morty. 15. **PHIL YEH**'s FRANK THE UNICORN. 16. **JERRY MORIARTY**'s "Jack Survives". Based closely on real world light and shadow, but decomposed into rough shapes. Similar effects are found in no.s 8,18,19,20 and 34. 17. **JEFF WONG**'s art for Scott Russo's JIZZ. 18. **ROLF STARK**'s expressionistic RAIN. 19. **SPAIN**'s TRASHMAN. 20. **FRANK MILLER**'s THE DARK KNIGHT RETURNS. Batman © D.C. Comics. Batman created by Bob Kane. 21. **WILLIAM MESSNER-LOEBS**'s Wolverine MacAllistair from JOURNEY. 22. **DON SIMPSON**'s MEGATON MAN. Beginning from a realistic anatomical base, Simpson distorts and exaggerates M.M.'s features to the brink of abstraction. 23. **MICHAEL CHERKAS** from SILENT INVASION, © Cherkas and Hancock. 24. **RICK GEARY**. 25. **PETER KUPER**. 26. **GARRY TRUDEAU**'s DOONESBURY. 27. **LYNDA BARRY**. 28. **SAMPEI SHIRATO**. 29. **CHARLES BURNS**'s BIG BABY. 29 1/2. (Whoops) **CLIFF STERRETT**. The character pictured here (from POLLY AND HER PALS) might belong a bit lower, but Sterrett's art, like Fleener's often heads upward toward the wildly abstract. P.A.H.P. is © Newspaper Features Syndicate, Inc. 30. **SERGIO ARAGONES**'s GROO THE WANDERER. Simple, straightforward, but with a strong gestural quality that always reminds us of the hand that holds the pen (also true of 14,28,31,41). 31. **ROBERTA GREGORY**'s Bitchy Bitch from NAUGHTY BITS. 32. **DAVID MAZZUCCHELLI** from BATMAN: YEAR ONE. Commissioner Gordon © D.C. Comics. 33. **JOSE MUNOZ** from "Mister Conrad, Mister Wilcox". © Munoz and Sampayo. 34. **CAROL SWAIN**. 35. **CHESTER GOULD**'s DICK TRACY © Chicago Tribune-New York Syndicate, Inc. 36. **JACK KIRBY**'s Darkseid, © D.C. Comics. 37. **BOB BURDEN**. 38. **DANIEL TORRES**'s Rocco Vargas from TRITON. 39. **PETER BAGGE**'s Buddy Bradley from HATE. Compare to 11. 40. **SETH**. 41. **MARK MARTIN**. 42. **JULIE DOUCET**. 43. **EDWARD GOREY**. 44. **CRAIG RUSSELL**'s Mowgli from Kipling's THE JUNGLE BOOKS. Russell's characters are as finely observed and realistically based as Hal Foster's or Dave Stevens' but with an unparalleled sense of design that draws them toward the upper vertex. Lately, Russell has been moving a bit higher and toward the right in some cases. 45. **GOSEKI KOJIMA** from KOZURE OKAMI ("Wolf and Cub") © Koike and Kojima. 46. **EDDIE CAMPBELL**'s ALEC. Realistic in tone, but also gestural and spontaneous. The process of drawing isn't hidden from view. 47. **ALEX TOTH**. Zorro © ZorroProductions, Inc. Art © Walt Disney Productions. (Zorro created by Johnston McCulley). 48. **HUGO PRATT**'s CORTO MALTESE © Casterman, Paris-Tournai. 49. **WILL EISNER** from TO THE HEART OF THE STORM. 50. **DORI SEDA**. 51. **R. CRUMB** swings between realistic and cartoony characters, usually staying about this high but occasionally venturing upward. 52. **STEVE DITKO**. 53. **NORMAN DOG**. 54. **VALENTINO**'s NORMALMAN sits a bit to the right and up from his current SHADOWHAWK (whose iconic mask made him a bit harder to place). 55. **ROZ CHAST**. 56. **JOOST SWARTE**'s Anton Makassar. 57. **ELZIE SEGAR**'s POPEYE © King features Syndicate, Inc. 58. **GEORGE HERRIMAN**'s "Ofissa Pupp" from KRAZY KAT. © International feature Service, Inc. 59. **JIM WOODRING**'s FRANK. 60. **NEAL ADAMS**. from X-MEN © Marvel Entertainment Group, Inc. (X-Men created by Lee and Kirby). 61. **GIL KANE** from ACTION COMICS © D.C. Comics, Inc. 62. **MILTON CANIFF**'s STEVE CANYON. 63. **JIM LEE**. Nick Fury appearing in X-MEN © Marvel Entertainment Group, Inc. 64. **JOHN BYRNE**. Superman © D.C. Comics, Inc. 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World

Centralia, PA











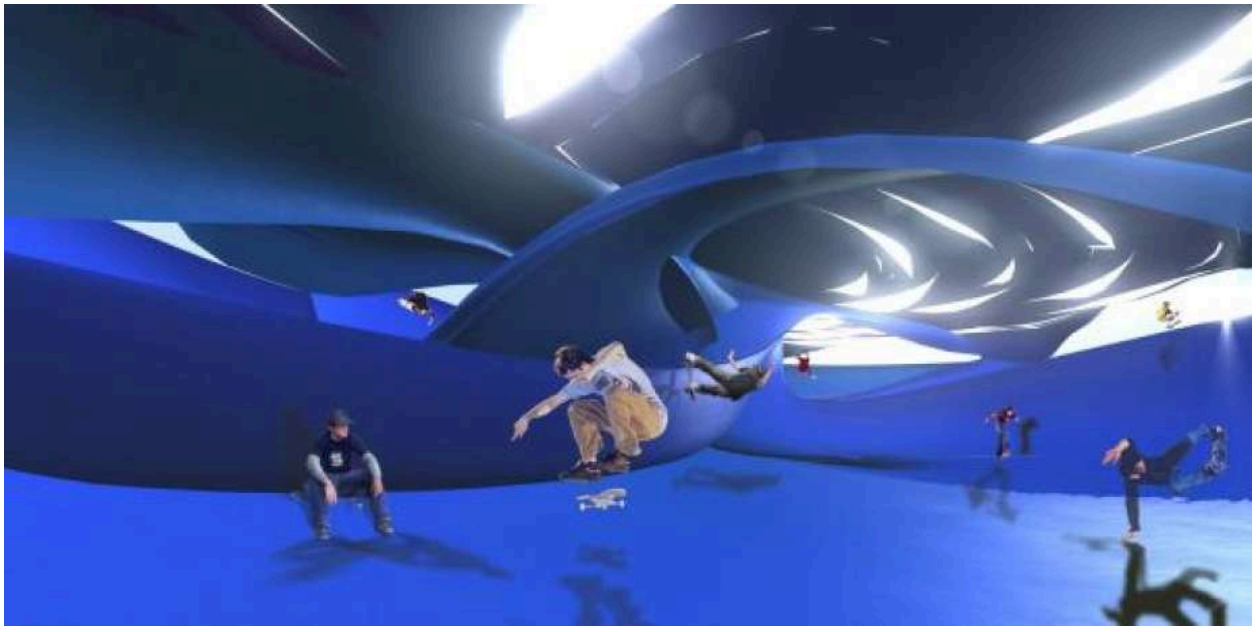
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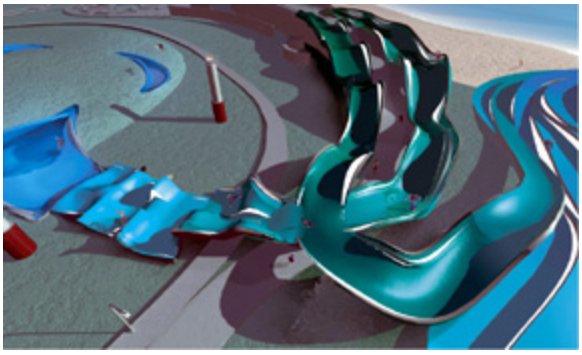


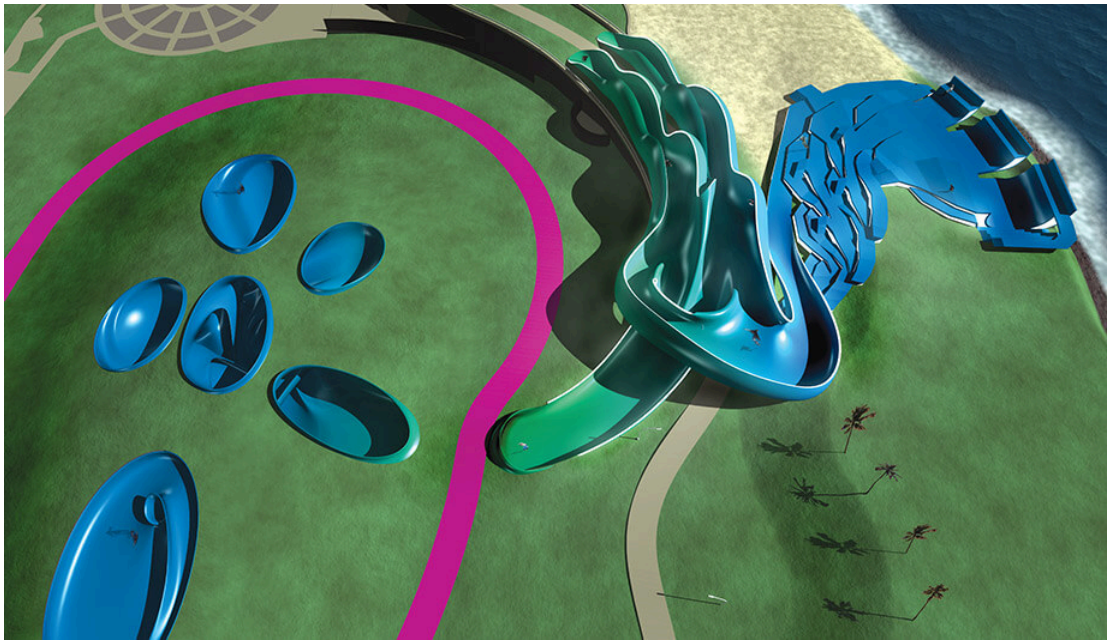




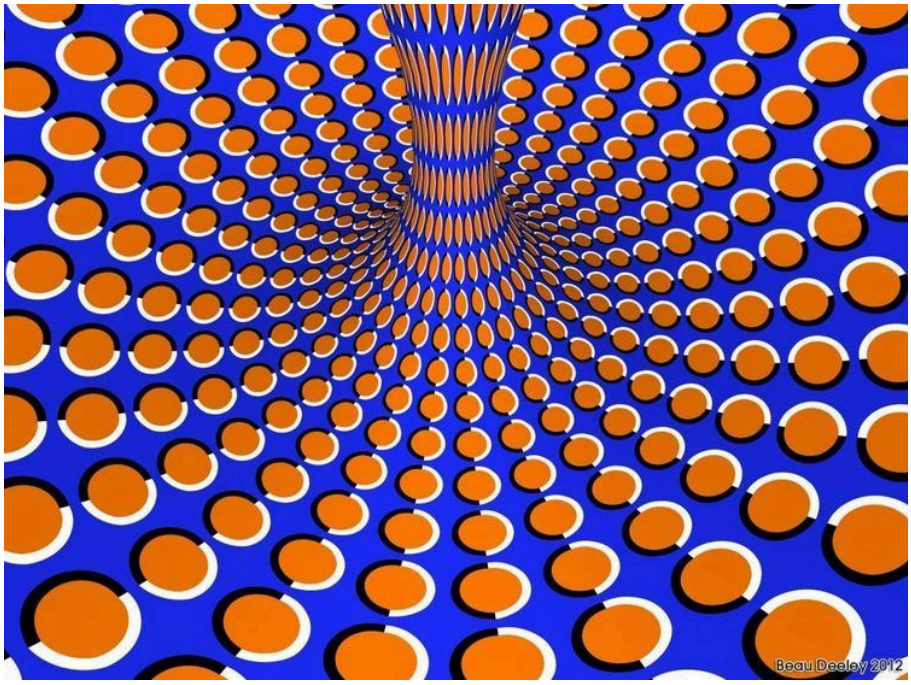


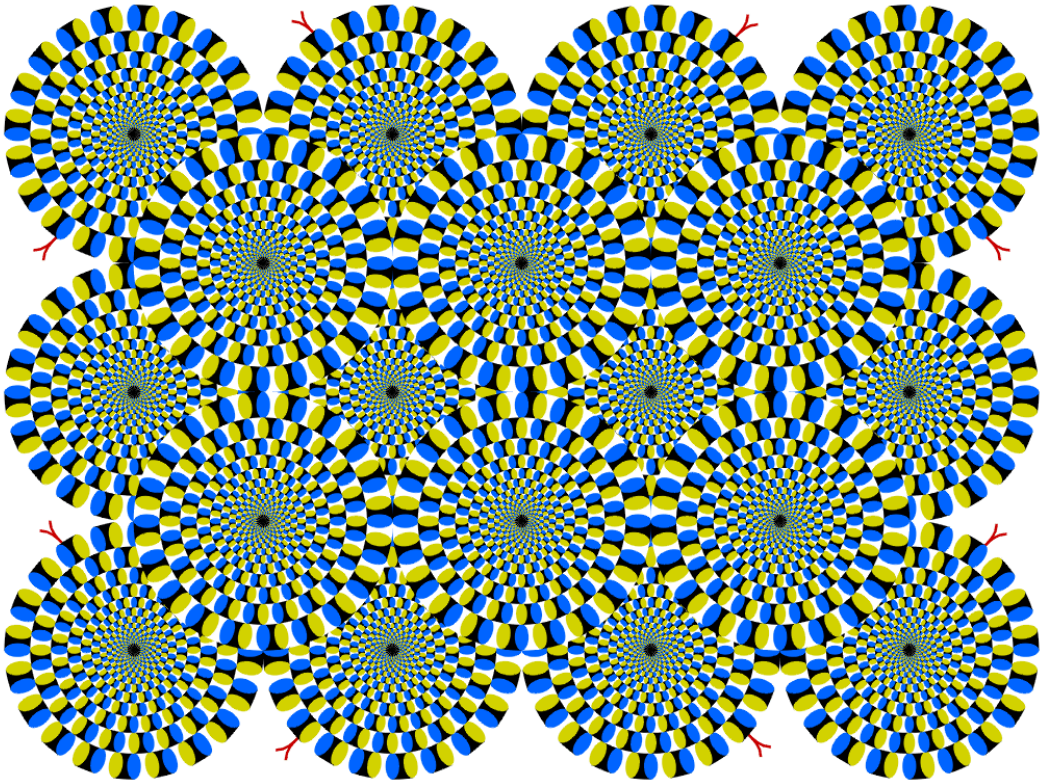


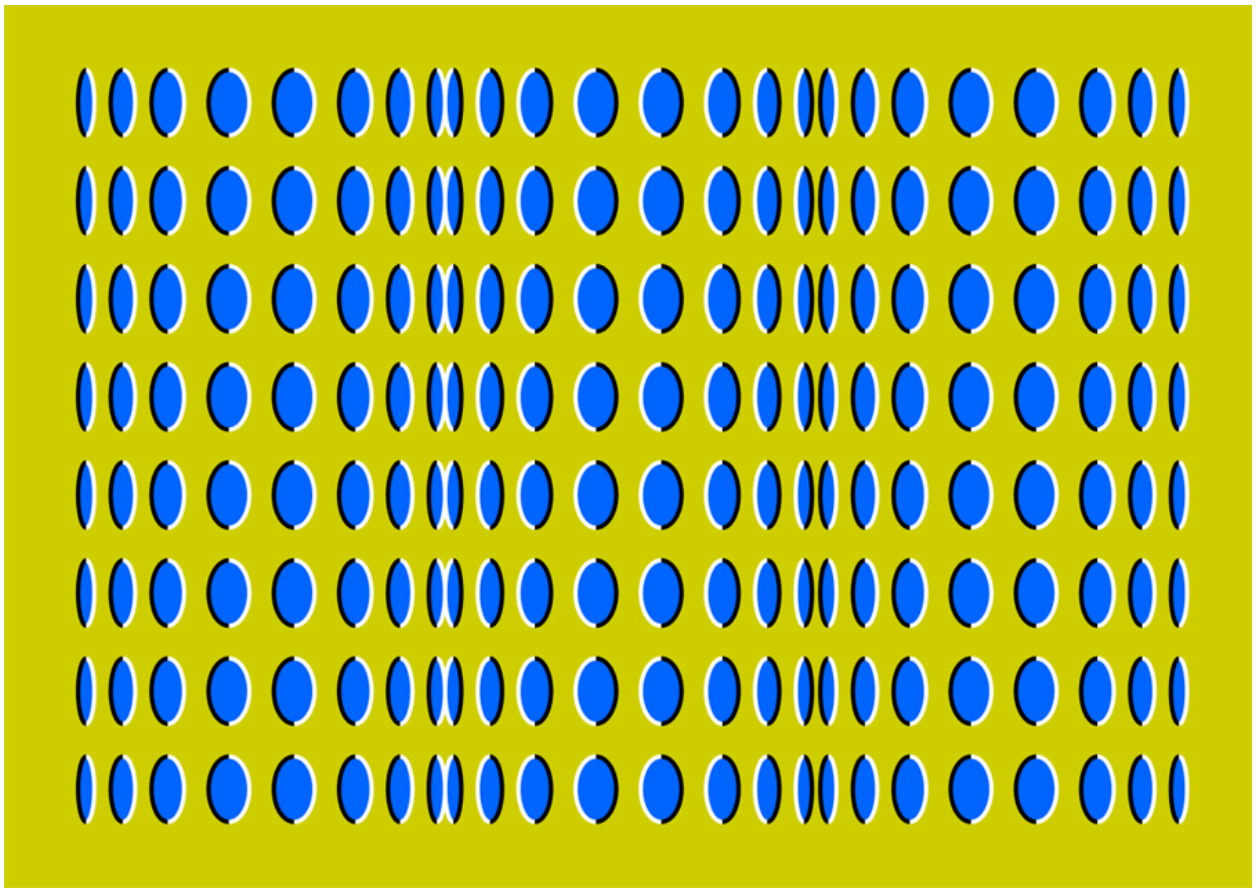


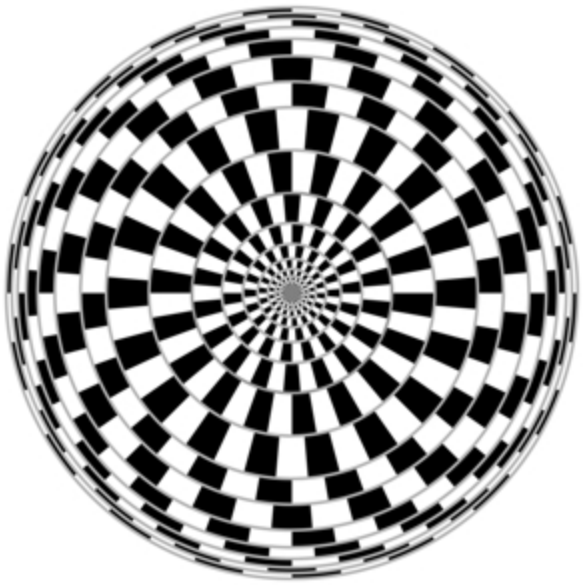


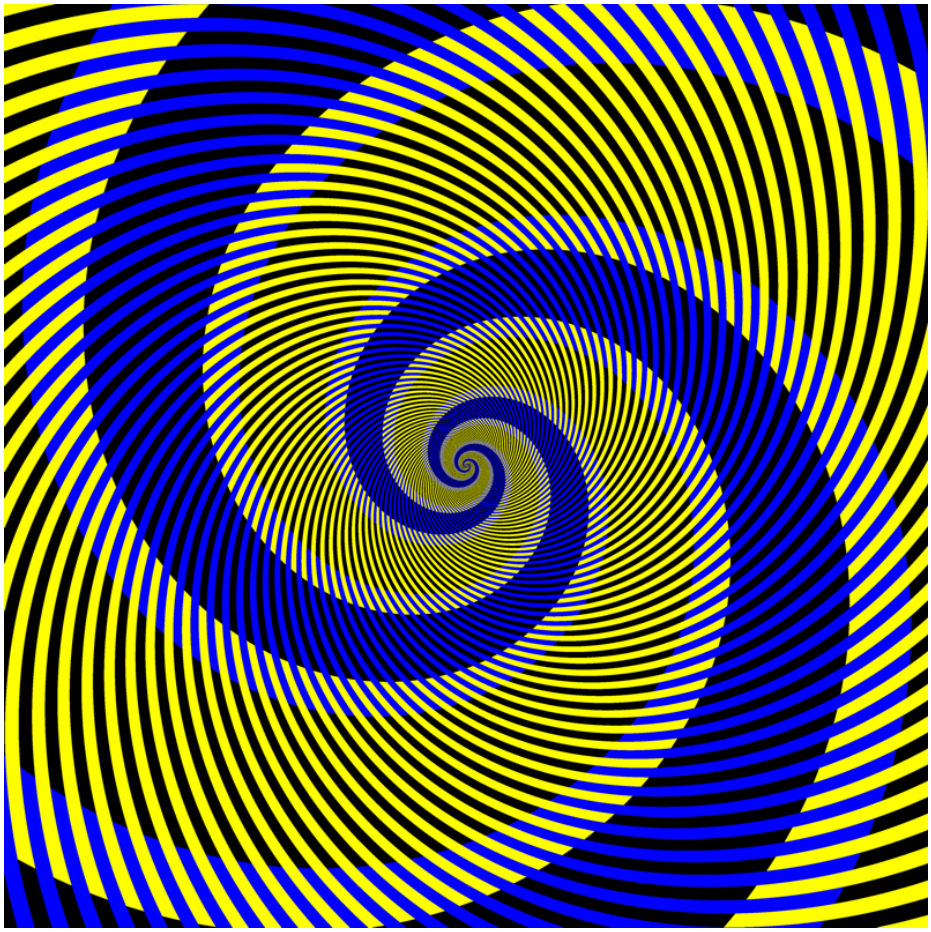
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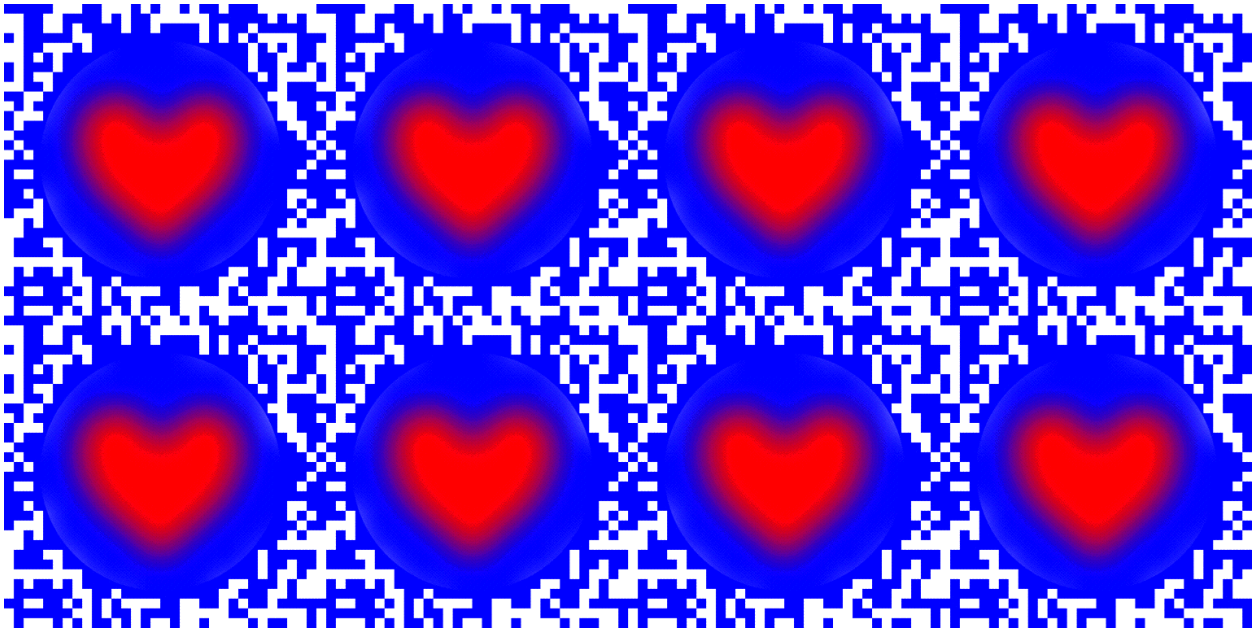








"Beating hearts"



Trailer

