

Sonic the Hedgehog in perspective of game patterns.

Game Design Patterns for Game Elements

Sonic is set in two dimensional *Game world*. To get the best *Score* player need to defeat *Boss Monsters* (*Dr. Robotnik*), also other *Enemies* can be destroyed. Sonic is player *Avatar* that advances through *Levels* to the *Goal Point* (location of the boss), Sonic is moving on *Tiles*, *Moveable Tiles*, trying to avoid *Deadly Traps*. If he dies he respawn at *Spawn Point*. There are present *Pick-Ups* and *Power-Ups*.

Game Design Patterns for Resource and Resource Management

The only *Resource* present is rings that can lost after damage and gathered through the level.

Game Design Patterns for Information, Communication, and Presentation

This is *Third-Person View* game.

Actions and Events Patterns

Collecting of ring is important part of the game. *Movement* is the only way to advance the game and deal *Damage* to the enemies

Game Design Patterns for Goals

Main game goal is to *Eliminate* Dr. Robotnik.

Game Design Patterns for Goal Structures

Optional Goals present also besides *Predefined Goals*.

Game Design Patterns for Game Sessions

This is *Real-Time, Single-Player Game*. *Game Pauses* are present; *Time Limit* for each level is 10 minutes. *The Show Must Go On* is detected also in Sonic the Hedgehog.

Game Design Patterns for Game Mastery and Balancing

Sonic the Hedgehog is all about *Dexterity-Based Actions*, *Timing*.

Game Design Patterns for Meta Games, Replayability, and Learning Curves

Games within Games in Sonic are Special Stages.