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Sonic the Hedgehog 2 SMS/GG 16-Bit

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Sonic the Hedgehog 2 SMS/GG 16-Bit

by StellarStardust » Sun Nov 03, 2024 5:31 pm



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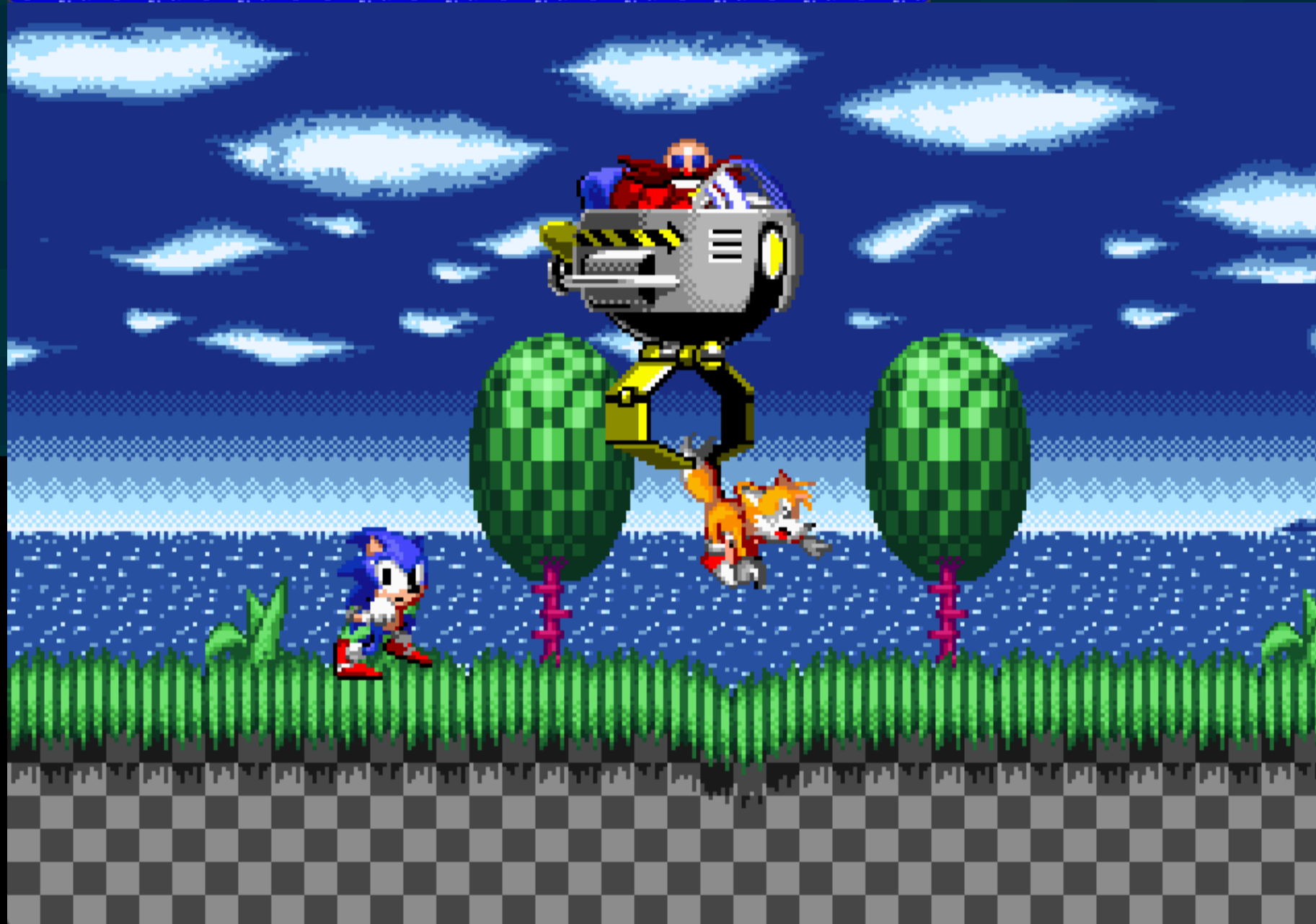
StellarStardust

Posts: 1
Joined: Mon Oct 21, 2024 5:27 pm
Contact: 🗨️

This project aims to *re-imagine* the 8-bit Master System/Game Gear versions of Sonic the Hedgehog 2. Every zone has been re-imagined completely to fit that of the likes of Sonic 2 and CD. This demo for CGS2024 features only *one zone*, Under Ground Zone.

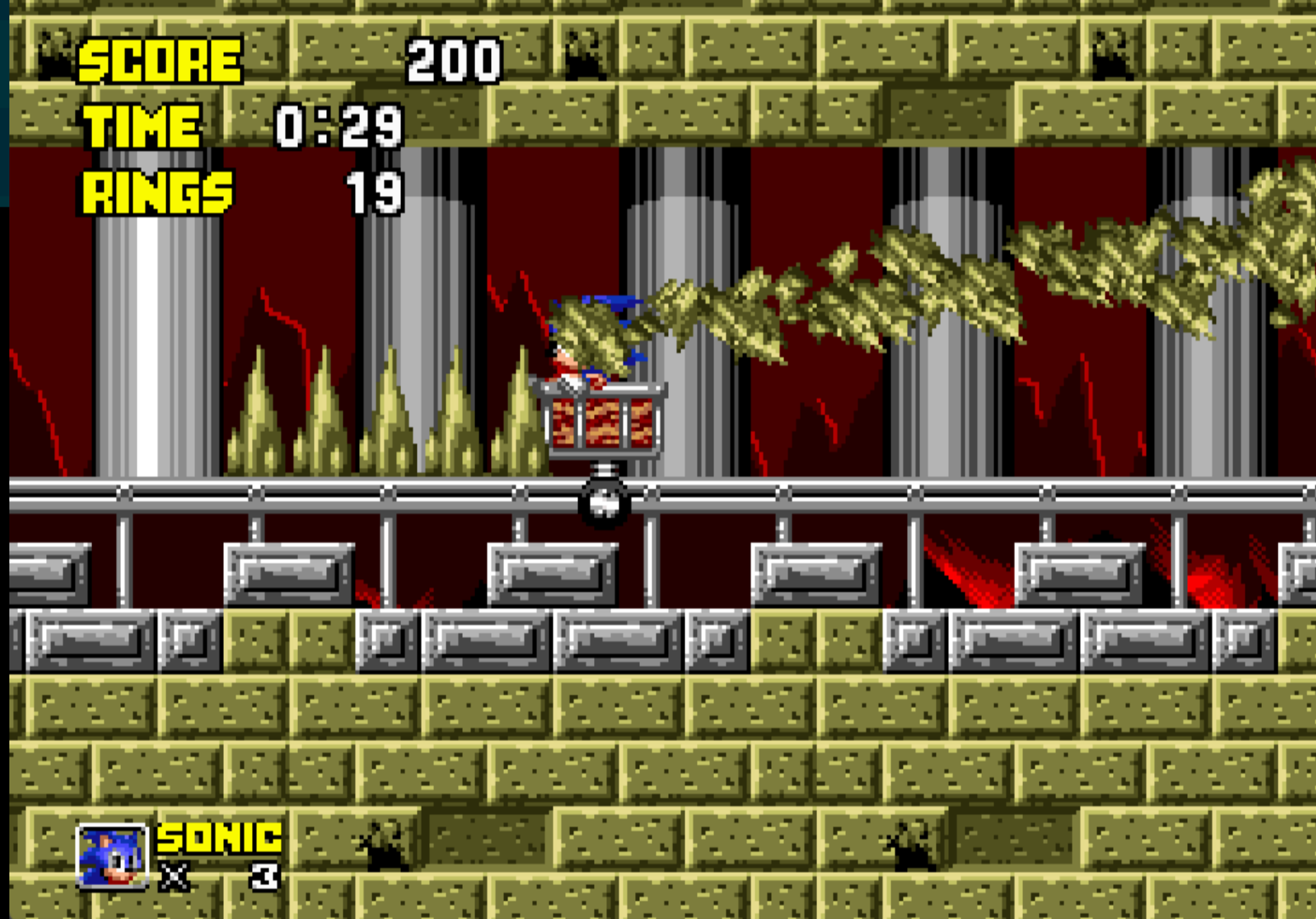
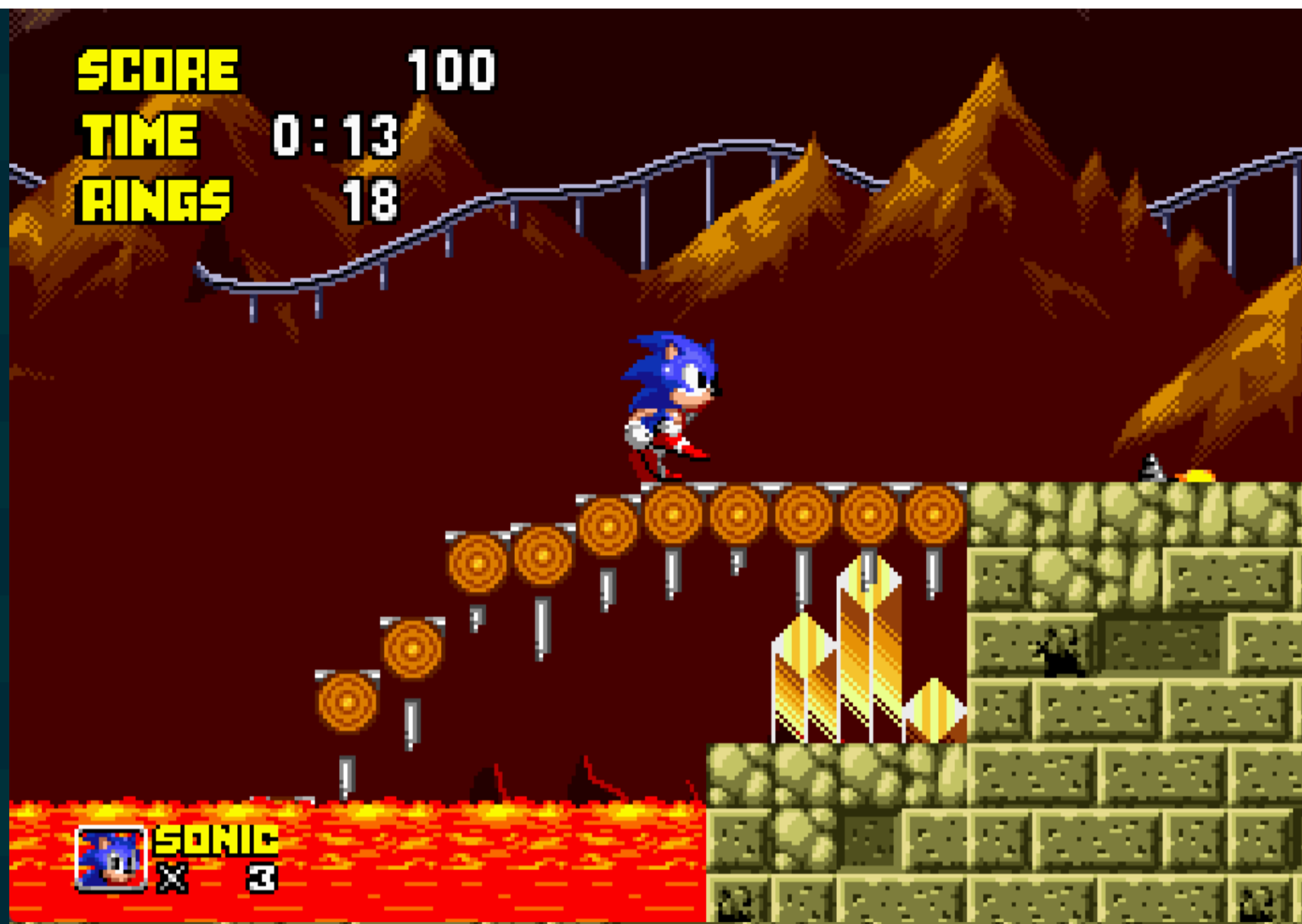
PLOT:

▶ SHOW SPOILER



**UNDER GROUND
ZONE**
ACT 1





TEAM SUPERNOVA CREDITS:

► SHOW SPOILER



ATTACHMENTS

[SONIC THE HEDGEHOG 2 16-BIT \(CGS 2024 DEMO VERSION 1.0.3.1\).ZIP](#)

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Last edited by StellarStardust on Sat Nov 09, 2024 4:12 pm, edited 4 times in total.

Re: Sonic the Hedgehog 2 SMS/16-bit

by BlueSpeedster » Fri Nov 08, 2024 3:17 pm

Hey there, dev of the project here, the demo is now live for everyone to enjoy and play, any feedback can be said here and via the form at the end of CGS! In the meantime, have fun!

Sonic 2 SMS/16-bit Dev.
= [Twitter/YouTube](#) =



BlueSpeedster

Posts: 6
Joined: Mon May 01, 2023 9:57 am
Has thanked: 2 times
Been thanked: 2 times
Contact:



Re: Sonic the Hedgehog 2 SMS/16-bit

by BlueSpeedster » Fri Nov 08, 2024 4:58 pm

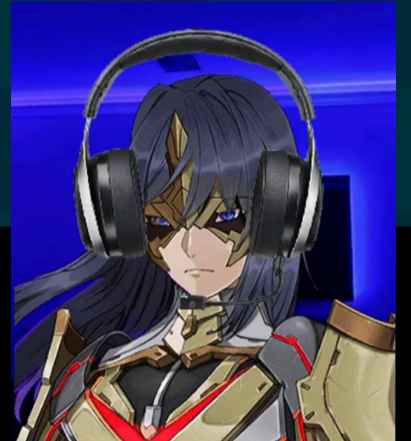
Note to all Content Creators: It would be recommended to play with version 1.0.3.1 rather than previous versions, this update contains the following changes to ensure a smooth gameplay experience
Patch Notes List

► SHOW SPOILER

If you have recorded any gameplay with previous versions of the demo, you will need to either rerecord or let people know of a newer build available. Thanks for your continuing support on the project!

Last edited by BlueSpeedster on Sat Nov 09, 2024 4:14 pm, edited 5 times in total.

Sonic 2 SMS/16-bit Dev.
= [Twitter/YouTube](#) =



BlueSpeedster

Posts: 6
Joined: Mon May 01, 2023 9:57 am
Has thanked: 2 times
Been thanked: 2 times
Contact:



Re: Sonic the Hedgehog 2 SMS/16-bit

by FangameReviewGuy » Fri Nov 08, 2024 5:39 pm

Gotta say, this fangame got some potential! Unlike *other* Game Gear to 16-bit remakes, this isn't simply giving the original levels "16-bit" sprites and keeping the level design the same, nor is it upscaling the original sprites to make them feel "16-bit". That **always** felt lazy to me. This actually feels like a lost Sonic Genesis game. With that being said, what is here is **VERY short**.

Levels **don't even take a minute to beat**, and that's with me *not* trying to speedrun them. I feel like levels, on average, should at least take about 2-3 minutes to complete, but these can be completed in damn near 30 seconds. That's really bad. On the plus side, the level design, as far as I can tell, doesn't seem to be the same as in the original game, which is great because I don't think the original level design would really suit a "16-bit" version. I'm sure everyone knows about Sonic Triple Trouble 16-bit by now. I'm also really happy to see that the sprites actually are custom and not upscaled and cleaned versions of the original game's sprites. The sprites look like something that would come out of Sonic 2 or 3. *Too many* S2GG 16-bit remakes fail at the art department.

Welp, that's all to say. Again, not much meat to tear into here, which is a real shame. If my biggest critique is that I want more of it, then I think that should say something. I'm just happy that we finally have what seems to be a proper Sonic 2 GG 16-bit remake akin to Sonic Triple Trouble 16-bit. Looking forward to this one.



FangameReviewGuy

Posts: 1
Joined: Fri Nov 08, 2024 5:22 pm



Re: Sonic the Hedgehog 2 SMS/16-bit

by Phantom1232Boi » Fri Nov 08, 2024 10:56 pm

This is simply brilliant, I love the direction this is going in
The music is so good too, I need that OST on YouTube ASAP, especially the Speed Shoes theme
Fantastic work from the Team! Can't wait to see more



Phantom1232Boi

Posts: 1
Joined: Fri Nov 08, 2024 10:54 pm



Re: Sonic the Hedgehog 2 SMS/16-bit

by sovic91 » Sun Nov 10, 2024 9:02 pm

Hey guys, just wanted to say great work on this demo. It's really fun, the level design is pretty solid, the pixel art is beautiful. You've got a lot of neat little touches throughout like the checkpoints being a hybrid between the classic checkpoint and the beta design from Sonic 2 (16-bit). The minecart setpiece is done really well. Kinda reminds me of those spindash sections from Sonic 3D Blast, except you can control them. The quicksand in the boss area is an absolutely brilliant way of solving the problem of Sonic having control on the slope with the Megadrive physics. Wish I'd thought of that. Though, I'd suggest making the quicksand a mechanic in the level itself, so that it doesn't come out of nowhere just for a single appearance in the boss fight. You also managed to fit in the springs section in the level design (you probably know what I'm referring to) and have it work well. I also found a few bugs. Pretty inconsequential stuff, nothing major, but I thought I'd do my due diligence and make a short bug report anyway. And for clarification before you ask, I am running version 1.0.3.1

The first one isn't really even a glitch, just a slight oversight. Due to different layer priorities of different chunks, part of Sonic shows, where it's not supposed to.

The collapsible platforms sometimes collapse when Sonic isn't standing on top of them. That happens because the Harmony framework (and from what I can tell most Game Maker Sonic frameworks in general) just checks if the player is within the collision of the platform and if they're in a grounded state. Here are a few examples where those conditions are technically satisfied, but the platform shouldn't be collapsing.



A pretty simple and easy (though I suppose slightly unelegant) fix would be an extra condition in the if statement that checks if the player's y_position has a greater value than the platform's.



sovic91

Posts: 1
Joined: Sun Nov 10, 2024 4:39 pm



You can get regular control of Sonic while in the minecart if you jump and touch the loop's top part while holding down. I'm assuming there's a conflict between player states.



And lastly, in act 3 you can get bellow the lava if you build enough speed.



Anyway, can't wait for the next release. Good luck with the project guys.

P.S. Forgot to include this picture of misaligned chunks:



Re: Sonic the Hedgehog 2 SMS/GG 16-Bit

by Samuel772 » Sat Nov 16, 2024 11:14 pm

Wow, this project is absolutely incredible, it actually feels and plays like a lost Genesis Sonic game.

The graphics, the music, the EXPERIENCE, it just feels so natural to the genesis!

This project has a giant potential, way bigger than the other S2 MS/GG remake, and it's kinda of sad that not many people are talking about it...

Even though the zone can be finished in less than 5 minutes. I always want to comeback to it, to explore even more.

Most of the zone is PERFECT, but there are some flaws(flaws not bugs):

- No proper way to closing the game.(you have to alt + F4 or close the game in a window, and that really takes away the experience)
- The Chaos Emerald location is DEVIOUS, there's no proper signaling about the route where you can take the emerald.(and yes, I did get it as a matter of fact.)
- There's no way to defeating the boss faster, it really gets stale, real quick.(you could make if you have invicibility you can damage the boss, instead of bouncing away from it)

I know that a lot of people worked hard on this love letter to Sonic 2 MS/GG, and I hope that the project will be finished.



Samuel772

Posts: 1

Joined: Sat Nov 16, 2024 10:53 pm

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