Timeline: We think the timeline would take up to 5 weeks.

Game Mechanics: This is a turn-based combat game. When the turn starts, you get to pick from cards from your deck to play. You gain a new card every turn. Cards have a cost to them, similar to Hearthstone. These cards can do a variety of things, from giving special attributes to your units to affecting the play field in various ways. After you play your cards, you then switch to moving your units and attacking similar to Fire Emblem. There are 3 layers in each battle that units can switch between using special tiles or abilities, these being underground, surface, and sky. These are essentially separate battlefields that are closely knit to each other. The winning condition for each battle is to take out all of the enemy units.

Style: We decide that a futuristic style to this game would make for a great experience.