**Game Brief**

The game this document is focusing on creating is "**Sword and Board**". It consists of a child's toy of a knight coming to life and going on an adventure. During this adventure the player will be fighting monsters made out of other toys and jumping at speed on to platforms and between obstacles using the tight control scheme and movement upgrades within the game.

The genre of the game will be that of a combat-centred 3D platformer. The combat will be focused around timing attacks and maintaining player momentum, through the use of six different weapon options allowing each situation to be taken advantage of by the player with the right skill. Well timed hits will deal more damage, and will clear the path ahead, whereas a badly timed hit will force a detour to avoid the enemy and attack again.

A grading system tied with a displayed level time will encourage players to go back and replay levels, trying for improvements in the time and score. Movement techniques will be unlocked as the player progresses, to open new shortcuts in old levels, and weapons with different attacks, hit boxes, animations and effects will keep combat fresh by changing up the style of combat. The focus of the game's challenge will not be completing levels but completing levels at speed.