**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.

Taking the inspirations above into account, we had a clear plan of what we could aim for as our product. A speedrun-friendly game seemed ideal, using the aforementioned grading system for level completion, and allowing for competitive times. Alongside this, gadget-based gameplay, quickly switching between gadgets to take mariokart-style shortcuts reliant on using the correct gadget at the correct time worked well with the idea. These take the form of various weapons, which can also be used to clear the way through enemies. The gameplay will mostly be that of a 3d platformer, with various enemies and challenges, but the player will be encouraged to complete the game as fast as possible, which is where the game's difficulty will come from. Newer players will be happy with the low challenge of moving through a level using a basic route, taking out enemies slowly, while skilled players can take various shortcuts, and attempt more difficult routes to lower their time and reach high scores.

For theming, Ribbon Road from Mario Kart 8 intrigued the team, wanting to work with a shrunken theme using children's toys. This led to the decision to have the main character be a knight figure that comes to life, going on an adventure. The artstyle will be simple and polygonal, designed to look like basic toys a child might own. Levels will be designed with this in mind, using building blocks and toys to create environments.