**Specification:**

**Design Specification:**

**Overview of the game & rough story outline- Storyboards?**

this'll be a huge bit probably- we need to describe exactly how the game will be presented in the long-term. I'm talking:

***Gameplay Design & meeting strategy (this is important!)***

**WHY did we choose to do this kind of game? What inspired us? Is it similar to anything else?**

# Rationale for Choice of Game (~450 words target)

Below is ~100 words on challenge, with could easily be combined with entertainment.

This game has a heavy focus on speed and speed-running, with combat focused around timing and momentum. Well timed hits deal more damage, and will clear the path ahead, whereas a badly timed hit will probably force a detour to avoid the enemy and attack again. A grading system will encourage replaying the stage, trying for improvement. Movement techniques can be unlocked and equipped, to open new routes in old levels, and weapons with different attack stats, hit boxes, animations and effects will keep combat fresh, by changing up the style of combat. This will be the focus for the games challenge, optimizing and improving runs for each level.

While quite a recent game, some similarities with Sonic and the Black Knight were brought up, maybe this can be exploited, explaining flaws we aim to avoid.

Exploring technology can be talked about by the programmers, should they wish.