The game we plan to make is called "Sword and Board" (Working title) It will consist of a child's toy knight coming to life and having to adventure to find WE REALLY HAVEN'T DISCUSSED THIS YET, by fighting monsters made out of other toys and jumping at speed between obstacles. The gameplay will be similar to that of a 3d platform game, but with combat focused around timing and momentum, as well as using different weapons to your advantage. 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 will encourage replaying levels, trying for speed improvement. Movement techniques can 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.