The ground attack pattern for the staff can be 4 strikes. Start holding the staff on the right side in the middle. Swing to the left striking with the top side. Then swing the bottom half of the staff upwards spinning it back and putting the left hand in front. Then swing the top half back to the right like a baseball bat and repeat the bottom half swing on the right. I have no idea how to even begin drawing a diagram of this.

The special ability we decided on was to spin the staff above the player like a helicopter blade and hover for a few seconds in order to increase the distance of a jump. This could probably be mapped to x on the switch controller.

The aerial attack should probably be slamming the staff horizontally into the ground which causes a strike in a small AoE around the staff. Probably higher than it is wide.

I think the staff should have average swing size and range. It should deal lower damage but attack faster giving it comparable dps but in more attacks. I feel this would work in a realistic sense as the staff attack pattern I suggested would be much faster than anything you can do with a sword but it wouldn’t cause as much damage as a blade.

We also discussed having the staff’s attack reflecting projectiles if the attack is timed correctly as the ability it has while in use.