Video Game – Knight Warrior or Something

Function list:

* Jump
  + Properties: jump to platforms, evade attacks,etc.
* Daddy.
* Money
  + upgrades to health/sword
* Keys
  + Unlock doors in the maps
* Levels
  + Linear in nature, though certain levels cannot be completed without a game-specific item and will require the player to come back later.
  + At the end of each level the player must “take” a small castle on.
  + Levels are a mixture between combat (being aware of enemies) and jumping from platform to platform and over lava
  + Final level of a given world (3rd ) involves a short level through a castle and then fighting a boss.