Working title: Before Legends

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# Vision Statement

Before legends is a round based strategy-RPG fusion set in a prehistorical fantasy environment. The player will take charge of a small tribe and lead it in an epic journey on the way of becoming a civilization and thus forge the first legend of his people.

key words:

- round based

- strategy/RPG fusion

- make / be / forge the first legend of your tribe/ people

- total control of your tribe

- do it yourself - crafting, farming, building, hunting, fighting, exploring and improving the individual skills of your people as well as the traits of your tribe

- random generated map, new game = new world to explore

- primal, fantasy setting, "realistic fantasy" (low magic)

- (?) decide on a life style - nomadic vs. settled

- contend against both nature and other tribes

- guide your people to the verge to civilization (and chose wisely your path ... )

# Game components

* Strategic Map
* Tactical Map
* Town Management
* Crafting
* Character Management
* Combat
* Resource collection
* Magic/Spiritual aspect
* Quests and peaceful NPC interaction
* Leveling and skill tree
* Strategic Map

Shows the world. The player as well as opponents are placed on the map. Player can move his units per tile on the map. Depending on their behavior, some opponents can also move on the map per tile (AI). The map shows and contains certain resources. Different map areas/tiles have different characteristics regarding: spawned opponent types, movement penalty, resources, the "appearance" of the tactical map on the given strategic map tile. Village/Camp are visible on the strategic map. Players units can commit various activities on the map tile they are placed upon during the players round, such as: rest (recover HP), move (to a adjacent tile), camp (to rest/craft items), hunt (output food, fur; output per round depends on: tile characteristics, unit skills, unit equipment),collect (food, herbs, other resources such as: wood, stone etc. if there are any available)(collecting recourses can be improved by equipping particular items: wood axe for chopping more wood, pickaxe for collecting stone, metals and such; some resources will not be collectable without the needed tool item), {NTH} build (camp, village, outpost, observation tower, mine etc.).

* Tactical Map

Is a different game layer loaded during combat. The characteristics such as appearance of the tactical map are defined by the strategic map tile the combat takes place on. Player and opponents can move on the grid (movement per round depends on , among others, unit speed per round) as well as commit their melee and ranged attacks. Every unit is "active" and proceed with its actions during his turn. Opponents act on behavior patterns (AI). More details under "Combat".

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# Game plans in modules

Plan A.1

Strategic map:

* Moving on strategic map
* Different terrain types
* Opponents on the strategic map
* Opponent behavior on the strategic map (AI)
* Randomly generated

Combat:

* Opponent units with skills and stats and behavior
* Combat mechanics
* Standard attacks
* Special attacks
* Feedback to player
* Victory incentives (beside experience) = loot

Plan A.2

Tactical Map:

* Separate game lair
* Random generated
* Different terrain types (obstacles)
* Player units and enemy units moving on map
* Combat interaction
* Opponent behavior on the tactical map (AI)

Character Management:

* Level and skills
* Experience generation
* Models and animations
* Inventory and items
* Weapon Mechanics

Plan B

Plan C

# World Map

## Hexagon Principle

The world map consists of hexagons. One hexagon represents an environment area, like swamp or field. Additionally it might contain a special prop like Stones, that can be harvested or give the player some kind of bonus.

The player tokens and enemies are representations and are not in correct proportion of the rest of the world. For instance a wolf that fills a tile is obviously not as large as a the forest he is standing on. The correct proportions will be visible on the tactical map.

It is possible that multiple player tokens or multiple enemies stand on one tile. This will be abstracted and visualized by dots beside the figure. For instance a tribe member with three dots beside its model would mean that there are actually three tribe members. If such a tile is attacked, the player will have three tribe members, which he controls in battle. This works analogous for enemies.

# Player experience

What are the tasks of the player?

The player controls all characters of his tribe. Only one character at a time can have the **chieftain** promotion. If the chieftain dies, the player can chose which of the available characters in the tribe will inherit the chieftain promotion.

(…)

# Features

# Combat Mechanics

Standard components

AS (Attack skill) “The skill of a unit to successfully attack and injure the enemy”

DS (Defense Skill) “The skill of a unit to protect himself from the attack of the enemy”

D (Damage) “The basic level of injury the unit can cause with his weapon on the health of the enemy unit”

A (Armor) “The physical protection of a unit from the damage inflicted by the enemy in his attack. Armor has a negative correlation with AP.”

HP (Hit points) “The amount of inflicted damage a unit can take before being killed”

AP (Action points) “How many activities can a unit perform within 1 turn during battle. A combination of initiative, Stamina, Skill and motivation. Has correlation to the Speed of the unit. Is required and consumed when committing standard and special attacks.”

S (Speed) “How many map tiles on the tactical map can a unit move during his turn. Cost of move on the APs of the unit.”

Critical Strike

Critical Block

Combat steps and formulas:

MAD (Multiplication on damage (D)) “The success of the attack of a unit in relation to his AS vs the DS of the enemy. Has impact on the D.”  
MAD = (AS / DS)/10  
if AS > DS , then MAD = (+)  
if AS <= DS, then MAD = (-)

DV (Damage Value) “The value of the damage from an attack in relation to the MAD”  
DV = D + (D x MAD)

HPP (Hit points penalty) “The final value which will be subtracted from the HPs of a unit after he is attacked. Defined by the DV in relation to the A.”  
HPP = [DV / (DV + A)] x DV

# Weapons Mechanics

**Main weapon categories**

1. Pierce

(such as: arrows, daggers, spears, swords\*)

Specialty: increase chances of Critical Strike significantly

2. Slash

(such as: axes, scimitars, swords\*)

Specialty: increase AS

3. Blunt

(such as: clubs, hammers, maces)

Specialty: can cause dazed effect to the opponent

**Main armor categories**

1. Body Armor

(all items equipped on the body)

Specialty: Increase A, but have penalty on AP

2. Head Armor

(all items equipped on the head)

Specialty: Increase A, but have penalty on AS/DS

3. Shield

(all shields)

Specialty: Increase DS (major) and A (minor), but have penalty on AS

**Other item types**

Items not fitting in the 2 main categories,

(such as: bows, tattoos, talismans, jewelry etc.)

\*about ranged attacks

Ranged attacks function in the same principal as melee attacks and have the same damage calculation formula, however they require additional weapon and skill variable - that is range.

**Range** of a weapon determents the amount of tiles between the skirmisher and the target in which the skirmishers attack will deliver 100% HPP. Each additional tile beyond the range between the skirmisher and the target will have 25% HPP penalty. This is called **ranged penalty**. After a certain distance this penalty is 100% - the target is out of range and no shot can be performed.

This ranged penalty will be shown as UI feedback to the player during battle and will vary between ranged weapon types significantly. With skill perks in ranged combat the player will have the chance to significantly influence the ranged penalty of a unit (better improve the range), thus improving massively the ranged performance of this unit. Experienced units in ranged combat will be much more efficient than others, not skilled in this area and the player will notice this in the game play.

\* Use of weapons

Weapons can be used either in one hand or in both hands. Some, such as most spears (short), can be used in both as well as in one. Using them with both hands will give AS bonus. If a weapon can be used in both hands and there is no item in the second hand, the both hands mechanic applies automatically.

Generally using additional weapon or shield on the second hand, will give AS penalty.