## Vision Statement

### USPs

## Intro to Gameplay

### 3 Minutes Gameplay (first 3?)

### Player Task and time Spent on them

## The Tactical´ s map gameplay

* Combat Mechanics
* Action Points
* Other combat points
* Weapons

## The Strategic´ s map gameplay

* The Hexagons
* The Single Tile
* Food Eating and starving
* Resources

## The Item System

* weapons

## The Skill System

* List of individual skills
  + Plant Domestication

## Opponents and Allies

## Age System & Game Victory

## Setting & Story

* Visual Style & Mood

## Music & SFX

## User Interface

## Target Group & Platforms

## Critical Points

## Team Size & Structure

## Tools & Middleware

## Timeframe

## International Marketing