# Vision Statement

Before Legends is a round based exploration and survival game set in a prehistorical fantasy environment. The player moves a hero through a hexagon-map, gathering resources to stave off hunger and to acquire expendable battle cards. Victory is achieved through exploration and beating monsters in round based card battles.

# USPS

* Prehistorical Setting: underrepresented in games but growing in demand
* Board & card game feel: attractive to board game players as well

## Previous Iterations

Below are a few older vision statements and keywords for earlier version of Before Legends´ design.

Vision 01

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.

Vision 02

Before Legends is a round based single player strategy PC-game with RPG elements, set in a 3D prehistorical fantasy environment, in which the player will take charge of a small tribe and lead it against the challenges of nature and other tribes competing for survival on the journey to forge their first legend and become a civilization.

Vision 03

Before Legends is a PC 3D single player round-based strategy RPG set in a fantasy prehistory. The player takes charge of a few tribe members through grid based battles and resource management in a procedurally generated map in order to survive and advance to history.

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

- (?) 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 ... )