## Vision Statement

*Before Legends is a PC 3D single player round based combat game. The player takes control of a prehistoric hero whose goal is to avoid starvation and collect resources in a hex-based procedurally generated map. Battles are resolved activating special attack cards which can be bought with the map´s resources.*

### USPS

* Rarely explored prehistorical setting
* Appealing card & board-game feel
* Highly customized procedurally generated maps

## Gameplay Overview and Player Tasks

* The protagonist

In Before Legends the player takes control of “The Hero”, a strong prehistoric human that roams the game´s word.

* Movement and rounds

The Hero can move on the hexagon based map up to 4 tiles. After The Hero consumes all of his moves, the round ends and the AI takes over.

During the AI´s turn all enemies can move (enemies will usually move towards The Hero) and potentially attack him if they reach his tile. Some map resources might be respawned.

* Win & Loss conditions

The Hero has a food counter which goes down 2 units each round due to hunger. If the counter reaches zero then The Hero dies.

At the beginning of each game the player can set which victory conditions will affect that session, these are:

Civilization Builder:

* Collect 100 food
* Collect 50 wood
* Collect 50 stone

Path to Glory

* Collect 3000 glory

### Breakdown of Player Activities (Pie Chart)

## The World Map (Strategic)

The world map of Before Legends is procedurally generated at the beginning of each game session which means that no two game maps are the same. The Customizable values are:

* Map Size : small, medium, large
* Temperature: from mostly artic to predominantly tropical
* Altitude: from flat to very mountainous
* Humidity: very dry to very wet climate

Combining these values produces a map which has different percentages of the various types of tiles. Different tiles contain different spawn percentages for resources and monsters.

*Excel with various resources*

The Resources

In Before Legends The Hero can find 4 different types of resources as he explores the map:

* Food:
  + the most frequent resource,
  + present in most types of tiles, rare only in “extreme” environments (eg desert)
  + necessary to avoid starvation (when the counter goes down to zero)

- Wood, easy to find

* + easy to find
  + mostly available in environments that would have trees (such as forest)
  + needed for all Battle Cards

- Stone,

* + on average more rare than the other resources
  + spawns … FILL HERE (ASK TOMA)
  + needed for all Battle Cards

- Souls,

* + the rarest resource
  + spawns mostly in “inhospitable” tiles such as desert or tundra
  + needed for battle cards with supernatural effects (eg Heal or Shield)

## The Battle Map (Tactical)

## Obstacle & Opponents

## Player Progression & Pacing

## Setting & Story

## Visuals

### User Interface

## Music & SFX

## Target Group & Platform

## Team Size & Structure

## Tools & Middleware

## Timeframe & Critical Points