## 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 board-game feel
* Quick to grasp gameplay with emergent complexity

## Gameplay Overview and Player Tasks

### Breakdown of Player Activites (Pie Chart)

## The World Map (Strategic)

## 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