## 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)

Resources as shown as map elements and each occupies one tile. Moving The Hero into a tile with a resource will automatically add the resource to his inventory (visible on the upper right).

## The Battle Map (Tactical)

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

## Obstacle & Opponents

*Excel list enemies*

## Player Progression & Pacing

*Excel Levels Olaf*

## Setting & Story

*Brief description intro*

## Visuals

*Interview artist*

### User Interface

## Music & SFX

*Interview Vik*

## Target Group & Platform

Remember about

* Board game/card player

## Team Size & Structure

## Tools & Middleware

## Timeframe & Critical Points