## 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)

If The Hero moves to a tile with an enemy the game switches from the world map to the battle map. At this level the games moves to a more tactical layer with each action each round being crucial for the success of the battle.

The Round System Battle

* Battles are always 1vs1 and
* the player can play just one card during his round
* the enemy acts always after The Hero
* the enemy can take just one action as well

The Statistics

Both The Hero and its enemies have numeric values to show how strong they are (the once in *italic* are hidden from the player):

* 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. this is a legacy of a previous development stage and are just used for enemies special attacks.
* Critical Strike: there is a random chance that an attack deals much more damage than usual

This is how damage is calculated when The Hero or an enemy attacks:

* 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

The Cards

These are the effects of the Battle Cards that The Hero can use in battle

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Card | Dmg | healed | range | additional | description |
| Attack | 1 |  | ±0,2 |  | Basic weapon hit |
| Wrath | 2 |  | ±0,5 |  | Powerful blow |
| Stun | 0,3 |  | ±0,1 | stuns | Enemy looses next action. |
| Heal |  | 0,4 | ±0,1 |  | Heals up to half HP |
| Revenge |  |  |  | mimics damage | Reflects received damage |
| Shield |  | 0,15 | ±0,05 | shield | Absorbs next attack |

## Obstacles & Opponents

Apart from The Hero, other creatures roam the wildlands of Before Legends:

* The Mammoth, which covers the role of “slumbering giant” in Before Legends
* The Horned Lion, this is the most approachable enemy in the game
* The Jackal-men, direct competitor of humans in the food chain (and therefore of The Hero)

Depending on the different environments in which they spawn, their textures (and stats) vary. These combination of environments and types of enemies generates the variety below:



The Artificial Intelligence

In the World Map:

* Horned Lions always come for The Hero
* Jackal-men hunt The Hero with an even larger detection range
* Mammoths move slowly ignoring The Hero

In Battle



Other Obstacles for The Hero:

* Extreme terrains such as desert or arctic have less food
* Water and land bottlenecks can force the player close to monsters or foodless areas

## Player Progression & Pacing

The Hero can grow and progress during the game. He starts at level 1 and can grow up to level 5.

The Hero needs to be about the same level as the number of stars above an enemy in order to beat it without too much risk.

Player progression:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **lvl** | **Glory** | **Gl step** | **HP** | **Damage** | **Armor** | **Attack** | **Def** |
| **1** | 0 | 400 | 20 | 6 | 2 | 3 | 2 |
| **2** | 400 | 1500 | 25 | 9 | 4 | 3 | 2 |
| **3** | 1900 | 3000 | 30 | 11 | 6 | 3 | 2 |
| **4** | 4900 | 5100 | 35 | 14 | 8 | 3 | 2 |
| **5** | 10000 |  | 40 | 17 | 10 | 3 | 2 |

## Setting & Story

A few key points about the setting of Before Legends

* It´s distant in time and space but still reminiscent of our past
* It´s similar to our world but somehow detached as well
* It´s very dangerous and inhospitable, not a place for human beings

About the

## Visuals

Before Legends art is influenced by a few key goals we want to achieve:

* Providing the “primal” feel
* The game must feel “epic”
* The environment must feel familiar but at the same time legendary and distant in time
* We wanted the gameplay and art to feel organically connected

Another important element art-wise is our decision to have two distinct scenarios, the world and the battle map. We did not want the two maps to be the same neither to feel too disconnected from each other.

We tackled all these goals through a few pivotal decisions:

* The world map has a distinct board game feel:
  + The hexagon tiles are clearly distinguishable
  + Environments on tiles are hand-drawn like on an actual board game
  + The Hero and its enemies models are on bases like game miniatures
  + The various models slide like miniatures
* The battle map has a more realistic feel:
  + The scene happens by night, feels darker and less safe
  + The rocks and the stone surface are, though stylized, very detailed
  + The spears and skulls provide a more gritty and dramatic atmosphere
  + The mist and the cloud shrouded moon give a mystic touch to the scene

Apart from The Hero´s model, which is based on the traditional white male hero conventions, there are other 3 opponent models, each filling its own game-role:

* The Mammoth, which covers the role of “slumbering giant” in Before Legends
* The Horned Lion, this is the most approachable enemy in the game
* The Jackal-men, direct competitor of humans in the food chain (and therefore of The Hero)

Art-wise, the thinking behind was:

* Defense Of The Ancients (DOTA) is the main character reference
* Before Legends will be less colorful than DOTA
* The artists aimed for a comic feel yet still somehow realistic
* Animals are a mixture of different species in order to make the world feel more distant:
  + The Jackal-folk are a mix of canid and humanoid features
  + Before Legends Mammoth are part elephant part insect
  + Lions have powerful horns like a Buffalo

Regarding the User Interface

* The Main goal was to achieve a primal but “heavy metal” look as well:
  + Bones, rocks and sharp ends were used to achieve this
  + The menus tend to look sandy and “dirty”
  + Many jagged edges.
* Some degree of physicality was given to the menu as well
  + Some menus look like stretched animal skins
  + Some elements such as the battle cards are visibly made of stone

## Music & SFX

There are two main tracks for Before Legends, a world map track and a battle map one

The world map track

* The use of violins and film soundtrack like orchestra gives it an epic feel
  + The drums on the background relate to the “tribal” feel
* The music is obviously conceived to be looped without being too annoying

The Battle map´s track

* Drums are used to keep up the pace and induce some fear
* The melody is faster
* Male voices on the background contribute to the tribal feel

Regarding sound effects

* Sounds of stones were often used for the “stone age feel”
* As a guideline sounds are kept as closest as possible to their real-world counterpart

## Target Group & Platform

Before Legends is a PC game. Due to the platform and the gameplay we expect the game to appeal to a mid and hard core audience.

As it lacks a save system and with its perma-death, each session of Before Legends is a small challenge. The relatively simply combat system though compensates in order not to make the game unreachable for more mid-core players.

Our board and card game graphic contributes to attract a more hard core crowd as the game might appear immediately familiar to tabletop gamers.

## The Team – The Bonfire Elders

Team members and tasks:

|  |  |
| --- | --- |
| Allan Cudicio | Game Design |
| Amon Kalagin | 3D Art |
| Toma Komitski | Game Design |
| Raphael Koller | 3D Art |
| Benjamin Koß | Programming |
| Viktor Pekar | Producing |
| Andreas Pinternagel | 2D Art |
| Daniel Pochert | Programming |
| Samir Riecke | 3D Art |
| Manfred Tausch | Music |
| Luke Ulke | Programming |
| Markus Zierhofer | Music |

## Development Tools

Apart from the game´s engine Unity 5, the tools used for Before Legends development are

Game Design

* Word for most documents
* Excel to balance variables and for battle simulator

2D Art

* Photoshop for concept art and UI
* Pen & Paper for concept art
* Illustrator for Logo
* InDesign for Cover

3D Art

* Blender for modelling/rigging/animation
* 3Dmax modelling
* ZBrush sculpting
* Knalt & Xnormal for map baking
* Photoshop
* Maya for animations
* Crazybump for baking

Producing

* Omniplan
* Omnifocus
* Excel
* Evernote

## Timeframe & Critical Points