# Game components

* Strategic Map
  + Resource collection
  + Card Shop
* Tactical Map
  + Combat
* Character Management
  + Leveling

Strategic Map

This is the map in which the game starts and in which The Hero finds himself.

The Strategic map:

* It is hexagon based
* Each tile represents a type of environment
* The character can move from one tile to another spending a movement unit
* If The Hero moves on a tile with a resource, he automatically acquires it. Resources are:
  + Food, the most frequent resource
  + Wood, easy to find
  + Stone, on average more rare
  + Souls, the rarest resource

When in strategic map view a character can enter the “Card Shop” which:

* Allows to view how many cards the player currently has
* It is possible

# Player experience