**Before Legends – Vision Document**

*Before Legends is a tactical round based exploration and survival game set in a prehistorical fantasy environment. The player moves a hero through a procedurally generated-map, gathering resources to stave off hunger and to acquire expendable battle cards. Victory is achieved through exploration and beating monsters in round based card battles.*

**World Map Exploration**

In Before Legends you can explore a prehistoric world through a hexagon-based map. Each map is generated procedurally at the beginning of the game´s session and each tile´s texture indicates a specific type of terrain. On the map you can find two elements: resources and enemies. The resources are:

food 🡪can be consumed to stave off hunger

stone

wood -🡪 can be spent to buy battle cards

souls

Stone, wood and souls can be spent in the **Card Shop**, a world map´s menu in which you can acquire new battle cards.

**Combat & Enemies**

While moving around the exploration map, it is possible to fight enemies – different enemies have different movement AIs. Before Legends’ Opponent are various types of:

* horned lions: *kings of nature, cunning dangerous apex predators.*
* humanoid jackals: *the only other intelligent humanoids, capable of handling tools.*
* insect-mammoths: *the largest beasts and the greatest hunt trophies.*

Once both an opponent and the player´s character find themselves in the same hexagon tile a battle ensues. Fights are resolved in a round based **battle map** in which the player has to beat his or her enemy round by round spending the right battle cards in the best order. Tactical thinking is needed as enemies have different powers and combat behaviors The available combat cards are:

* Attack: basic weapon hit
* Wrath: powerful blow
* Stun: enemy loses next action.
* Heal: heals up to half HP
* Revenge: reflects received damage
* Shield: absorbs next attack

**Character Growth and Victory**

Every time you beat an enemy in Before Legends you get food and **glory**. Glory is akin to experience points in most roleplaying levels. Accumulating glory will allow the player to hit level advancements becoming stronger and allowing him or her to take on more powerful enemies.

Game Victory can be achieved accumulating glory and resources or through exploration.