# Game components

* Strategic Map
* Tactical Map
* Town Management
* Crafting
* Character Management
* Combat
* Resource collection
* Magic/Spiritual aspect
* Quests and peaceful NPC interaction
* Leveling and skill tree
* Strategic Map

Shows the world. The player as well as opponents are placed on the map. Player can move his units per tile on the map. Depending on their behavior, some opponents can also move on the map per tile (AI). The map shows and contains certain resources. Different map areas/tiles have different characteristics regarding: spawned opponent types, movement penalty, resources, the "appearance" of the tactical map on the given strategic map tile. Village/Camp are visible on the strategic map. Players units can commit various activities on the map tile they are placed upon during the players round, such as: rest (recover HP), move (to a adjacent tile), camp (to rest/craft items), hunt (output food, fur; output per round depends on: tile characteristics, unit skills, unit equipment),collect (food, herbs, other resources such as: wood, stone etc. if there are any available)(collecting recourses can be improved by equipping particular items: wood axe for chopping more wood, pickaxe for collecting stone, metals and such; some resources will not be collectable without the needed tool item), {NTH} build (camp, village, outpost, observation tower, mine etc.).

* Tactical Map

Is a different game layer loaded during combat. The characteristics such as appearance of the tactical map are defined by the strategic map tile the combat takes place on. Player and opponents can move on the grid (movement per round depends on , among others, unit speed per round) as well as commit their melee and ranged attacks. Every unit is "active" and proceed with its actions during his turn. Opponents act on behavior patterns (AI). More details under "Combat".

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# Game plans in modules

Plan A.1

Strategic map:

* Moving on strategic map
* Different terrain types
* Opponents on the strategic map
* Opponent behavior on the strategic map (AI)
* Randomly generated

Combat:

* Opponent units with skills and stats and behavior
* Combat mechanics
* Standard attacks
* Special attacks
* Feedback to player
* Victory incentives (beside experience) = loot

Plan A.2

Tactical Map:

* Separate game lair
* Random generated
* Different terrain types (obstacles)
* Player units and enemy units moving on map
* Combat interaction
* Opponent behavior on the tactical map (AI)

Character Management:

* Level and skills
* Experience generation
* Models and animations
* Inventory and items
* Weapon Mechanics

Plan B

Plan C

# Player experience

What are the tasks of the player?

The player controls all characters of his tribe. Only one character at a time can have the **chieftain** promotion. If the chieftain dies, the player can chose which of the available characters in the tribe will inherit the chieftain promotion.