## Hexagon Principle

The world map consists of hexagons. One hexagon represents an environment area, like swamp or field. Additionally it might contain a special prop like Stones, that can be harvested or give the player some kind of bonus.

The player tokens and enemies are representations and are not in correct proportion of the rest of the world. For instance a wolf that fills a tile is obviously not as large as the forest he is standing on. The correct proportions will be visible on the tactical map.

It is possible that multiple player tokens or multiple enemies stand on one tile. This will be abstracted and visualized by dots beside the figure. For instance a tribe member with three dots beside its model would mean that there are actually three tribe members. If such a tile is attacked, the player will have three tribe members, which he controls in battle. This works analogous for enemies.

## World Map Tile

What information does one Map Tile contains?

|  |  |
| --- | --- |
| **Type:** | *For example:* Forest, Swamp, Field, Savanna ... |
| **Combat Map:** | Background, assets (obstacles) |
| Output ("**Gather**"): | *For example:* Berries, Fruits, Wheat, Vegetables ... |
| Quantity: | N default + (+/-) % Random Variation |
| Output ("**Hunt**"): | *For example:* Meet, Fur, Bone... |
| Quantity: | N default + (+/-) % Random Variation |
| Output ("**Collect**"): | *For example:* Wood, Stone, Herbs, Copper ... *always 1 type (!)* |
| Quantity: | N default + (+/-) % Random Variation |
| Output ("**Grass**"): | Food for Animals - Player owned (Herds); - NPC (Passive Opponents - Mammoth, Boars, Rhinos...) |
| Quantity: |  |
| **Movements penalty:** | 0 to N |
| **Opponent Spawn:** | What type? With what chance:  % per round (after being discovered) % when discovered |

NOTE: (regarding **Depletion** and **Recovery** of resources)

The quantity of the particular resource is defined in the Tile Data. The recovery (per round) of the resource after being depleted is default by resource type, thus doesn't need to be defined in the Map Tile, however the Map Tile needs to calculate it (!).

**\*Food, eating and starving to death [[1]](#footnote-1)**

Food is the most basic and most important resource in the game. Each unit is "responsible" for his/hers food management. The player can easily manage this by making sure each unit has always enough food in their inventory. Every turn the unit consumes a food item with food value of 2 (for example). If a unit ends up with no food items in their inventory, this unit begins to starve. **(GUI)** A notification should be given to the player at the end of a turn if there is a unit left with no food items!

Starvation: a starving unit loses 25% default HPs per turn. So a healthy unit with maximum HPs will die if left for 4 turns without food. An injured unit will starve to death much quicker, depending on how many HPs does he/she have left.

food item & food value (FV)

Various food giving resources will have different food value(FV). They can also be combined and cooked in to more complex food items which then generally have higher food value. And the food value is just a variable to calculate if a unit can live one world map turn. So all food resources or (most) food items have a certain food value. Some food items will also have a minor special bonus effect while being consumed, while others will have only bonus effect, but no food value and will need to be actively consumed by the player from the units inventory.

Examples:  
1 wild berry = 1 FV  
1 potatoes = 2 FV  
1 rabbit = 2 FV  
1 rabbit-potato stew = 5 FV (cost: 1 rabbit, 1 potato; requires: pot)

How does the player decide which food item his unit eats from, if there is more than one food item in the units inventory?  
  
In the GUI(inventory)?

In the beginning of the game each unit has a one food default food item in the inventory. On the icon of this food item there is a small "mini" icon showing that this item is currently "eaten". By click the player can move the mini eat icon to another food item (or food resource) in the inventory if such is available.

# X:\Documents Toma\BEFORE LEGENDS\game loop\Food Inventory01.png X:\Documents Toma\BEFORE LEGENDS\game loop\Food Inventory02.png

**\*Camp, Tribal Camp, Village**

The **Camp** represents a quickly build shelter. Every unit can make a camp. There are no resources required. The only cost is time - 1 turn to set up, 0 turn to leave. In the camp some special commands may be given to the units in it:  
- rest  
- craft\*  
- cook\*

*\* not all items can be crafted in camps - more advanced items require village or tribal camp in order to be crafted. However a wide variety of basic items in all categories are available to the player to be crafted in simple camps.*

The player can have multiple camps at the same time.

The **Tribal Camp** is the main base for the player with nomadic game play. It represents a gathering ground for the whole tribe. It takes 1 turn to set it up and one turn to leave it. The player can have only 1 tribal camp at the same time. The Tribal camp requires no resources, however in order to be set up all units of the player need to be on the same tile.  
The "buildings" in the camp are defined on the carry slides (later wagons) of the tribesman - this means each tribe member can "unpack" and "pack" only one "building", because he/she can carry only one carry slide/wagon.

Commands for units in the tribal camp:  
- rest  
- craft  
- cook  
- pray to spirits  
- add new tribal member (population surplus)  
- change the function of carry slides/wagons

The **Village** is the main base for the player with settled game play. It takes 2 turns to build and 1 turn to leave. When abounded the units in the village receive carry slides *(without any specialization?!?!)*. When build, the village contains as buildings in it only houses (the simplest in case there will be different ones). The number of houses depends on the number of units that were building it. In order to build village the player needs to have all his/hers units on the same tile (this doesn't apply if the player decides to leave the village). The resources required to build the village depend on the number of houses that will be build. *NOTE: Should we have something like chieftains hut?*

Commands for units in the tribal village:  
- rest  
- craft  
- cook  
- pray to spirits  
- add new tribal member (population surplus)  
- build buildings

**\*Resources**

Resources can be collected in the following ways:

* As **"loot"** from killed animals   
  *for example: Fur, Bone, "Special/Strong" Bone, Mammoth tusk, Teeth (? from special enemies), feathers, meet, chitin etc*.
* As collectables straight from the world map tile the unit is placed (cost 1 round) - **"Gather"**  
  *for example: food recourses (plants, roots, herbs, mushrooms), wood, stone as well as all metals  
  NOTE: for all non-plant recourses a special item can significantly increase the output (wood axe, pick axe etc.)*
* As the result from **Hunt** (cost 1 round) - "Hunt"  
  *for example: Fur, Bone, meet, etc*.
* From **Domesticated animals** if the player has a herd of something  
  *for example: meet, milk (? -NTH), fur etc.  
  NOTE Regarding* ***managing herds of domestic animals****:  
  herds will be controlled as units on the world map, they will probably need to be accompanied by at least one tribal unit; they will have a size limit, they will consume "grass resources" available across most tiles (not all though); the consumed grass on a tile is limited and when depleted the herd needs to move to another tile; The depleted Tile will recover in some time; the herd will have output of resources per round depending on the size of the herd; OPTIONAL: the player can slaughter animals from the herd thus receiving a lot of meet, but reducing the size of its hers and so the passive output of resources. The output of a herd appears in the inventory of the unit placed on the same map tile;*
* As the result from harvesting (cost 1 round) - **"Harvest"**  
  *for example: grain, vegetables etc*.  
  A field of domesticated plants needs first to be "planted" - cost 1 turn and requires a certain amount of this resource available in the inventory of the unit planting it. The player cannot plant domesticated plants on every tile (example: in forests, deserts, hills - no planting possible). Similar to grass depletion, the planted field will also be depleted and will NOT recover automatically - so the player needs to plant somewhere else again;   
  Can he just plant on the same tile?  
  this needs to be decided, maybe the tile needs to "recover" for some turns before it can be planted on again (???)
* NTH (!!!) From other NPC tribes, via simplified barter trade

**Output of resource collection**

All resources have a **default Quantity**. This variable contains the amount of resource units of the specific resource type which can be collected on the given World Map Tile for one round. After being collected the resource becomes depleted and will recover to its default Quantity in few rounds. The **recovery** of the resource is also a default value of each resource type.

The output quantity is modified randomly with each collect action. This modifier should be a +/- 50%.

The Unit can improve the output via:

* Unit skill perks
* Tribal Skill perks
* Tools

***NOTE on Output of resource collection****some production value resources should probably have visual representation on the world map with dedicated assets. They should also probably have higher default Quantity and recovery. So that one unit doesn’t collect the whole quantity on one collect attempt, but through harvest over several turns*

**IDEA: Harvest**  
some plants can be “planted” (in a Tile Around the village). The planting consumes a quantity of resource units equal to the default collect quantity of the particular plant resource. After N turns equal to the recovery turns of the resource a “field” of this plant appears on the tile it was planted on. The default Quantity in this planted “field” is 10x default Quantity of the resource. After being depleted, the resource has no recovery – so it needs to be re-planted in order to exist after depletion.  
Such plant field cannot be done on any map tile - we need requirements of the map tile (temperature, altitude, humidity, free of trees, next to a village). These requirements may differ between different resource types!   
The food resources available on the map tile of the plant field will be suspended with the planting action.

1. Moved to 4\_The Strategic Map´s Gameplay [↑](#footnote-ref-1)