

Design Doc For Game Narrative and Concepts

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Title:

Type of game/genre: settlement builder/resource manager

Key Game features

Title screen-transitions into start screen



- New game
- Exit
- possibly-settings

Movable player character

Different resources

- Wood
- Ore
- Iron
- weapons
- Population?

Different buildings for gathering and processing

Menu for construction

Menu for inside ravine

Small animations for aesthetic purposes

