One Pager - Hexagon

Log Line:

Hexagon is a **mathematical** competitive Card Game and **educational tool**. Players will face each other by formulating **logical expressions** and solving operations by **connecting the values** on hexagon-shaped cards.
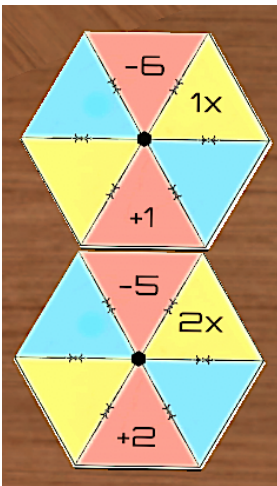
Setting/Specific Lore:

An ancient civilization used expressions to model reality through their deep knowledge of the mathematical language.
We're researchers who will have to solve their riddles to unlock the ancient path toward their secrets, but first we have to learn their ways through mysterious hexagons...
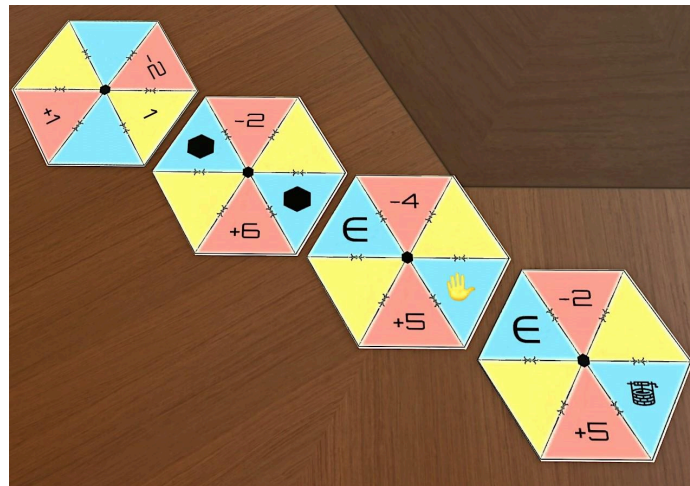
Primary Mechanics:

The primary mechanic is to **create logical expressions by connecting the Hexagons** which will result in various interactions.

Secondary Connection   *Expression (discard a card into the trash pile)*

Artstyle:

The background of the map tiles should have **images of galaxies** or **space structures** (e.g. nebulas) that remind of space exploration (e.g. Star Trek).
The hexagon-tiles should look like they come from an **ancient civilization** (e.g. stone-y with runes or glyphs)

Gameplay Aesthetics:

Logical Thinking (Expressions), Education (Maths), Competition (Interactions), Code-Breaking (setting).

Unique Selling Points:

- Learn math while playing
- Very easy to learn
- Endless customisation