1. Removed Specs:
   1. Wager System
   2. AI Shop - Buy, Sell
      1. The players will be given all cards unlocked, so that they will be able to create personalized decks which improves gameplay in general.
2. Modified Specs:
   1. Turn Timer
      1. Both players will have 10 seconds each for their decision phase to deploy minion and building cards.
      2. When each decision phase ends, both player will enter the action phase, where both players’ units and buildings will act against each other under AI control. During this phase the player will not be able to interact with the battle except using special cards. This phase will end after 10 seconds, and the battle ground will freeze and entering to decision phase again.
   2. Match Timer(Turn Counter)
      1. 30 Turns per game max, the winner will depend on health points if max number of turns reached.
   3. Faction Selection
      1. Cards will belong to different factions. Factions only influence the storyline, however, doesn’t effect the player v player interactions, or the gameplay in general.