Pre-Game Customization

* Perks
  + Players set up the perks they want to use in match (details in Perk spec).
* Pre-game decks
  + Players set up their pre-game deck. (details in Card spec).
* Cosmetics
  + Players can customize their lookings and card backs.

Menu/UI

* Login to account
* Customize deck/cosmetics

Movement

* Free Roam
* Mouse click based movement

Animation

* Cards animations
* Player movement

Camera

* Isometric
* View limited to only nearby surroundings
* Fog of war

Map

* Map is procedurally generated, including the random placement of npc enemies, hazards, and cards.
* More cards and more powerful enemies/hazards in the center of the map
* All players spawn roughly the same distance from the center of the map
* As the match goes on, new enemies begin spawning from the periphery of the map, getting more and more powerful as time goes on.

Combat

* Deck and Hand and Cards
  + Players use a card is like using an ability in a MOBA
* NPC Mobs and Hazards
  + Randomly placed on the map on generation or created by card effects
  + Hazards
    - Consists of traps or hazardous terrain
    - Can either be set off and potentially reset or passively dangerous
  + Mobs
    - Simplistic AI that merely attacks the nearest player
    - Can drop cards on death
* Health
  + Players and npc mobs have an amount of health and die when their health reaches zero

Deck and Hand

* Players have access to a limited hand of cards at any given time
* Cards are single use, once used they are gone forever (barring card effects)
  + Playing a card causes players to draw a random new card from their deck to replace the used card
  + The potential cooldown on cards before drawing a replacement
* New cards are drawn randomly from the player’s remaining deck
  + Players enter a match with a small deck of cards of their choosing
  + Players collect more cards during the match (see loot)
  + Potential deck size limit
  + Potential empty deck basic attack card

Cards

* Cards are *single use* but a new card is drawn to replace it after use (see deck and hand)
* Cards have a delivery mechanism (if applicable) and a number of effects (usually 1-2)
  + Delivery (Can be a combination)
    - Ranged (targeted or skillshot)
    - Melee
    - Traps/Triggered by certain circumstances
    - Area of Effect
    - Delayed
  + Effects
    - Damage (Immediate or Over-Time)
    - Healing
    - Perks (Temporary or rest of match)
    - Status Effects (for example, a stun)
    - Summon
    - Movement
    - Card Manipulation
    - Deck Manipulation
    - Vision Manipulation (revealing more to yourself or obscuring others’)

Loot

* Cards randomly scattered throughout map
* Cards get more rare/powerful when they get closer to the center (rarity/distribution)
* Enemy players drop cards on death
  + Either all their cards or their hand or a random assortment
* New cards randomly shuffled into your deck

AI

* AI needs to handle the movement and combat pattern for NPC enemy in the map.
* AI needs to control how to push players to the center of the map. (generating environmental hazards, rare and powerful cards, and more powerful NPC enemy)
* AI will handle the interaction between the map and the player (e.g. triggering traps)

Post-Game

* Assigned a score based on performance (entertainment value)
  + Reward aggressive and flashy plays
* Greater quantity and quality of rewards if you win or have a high score
* Rewards are more pregame customization options (cosmetics and sidegrades only)
* Potentially give rewards for particular achievements