There is a large calling for a deep and highly competitive card games. Every existing card game has a huge paywall/timewall in order to be competitive. Every existing card game is full of rng at nearly every level of analysis. Every existing card game has huge tournament rng as decks are rock paper scissors and you lock in your decks before tournaments. To solve these problems many changes to fundamental assumptions about card games had to be made.

The game costs a flat upfront cost and then you have all of the content. There is no card drawing nor any other rng element aside from 1: who goes first, there is no known fix to this problem. Lastly, tournament matches will have at most one commitment before the game begins: faction choice.

1) The main goal is to create a competitive card game that could become an esport, every decision made must contribute to this in some way.

An esport quality game must contain objectives that lead to unique strategies and are easy for viewers to follow. The main goal is to kill all enemy heroes before they kill yours. Heroes must be unique in gameplay and immediately distinguishable in terms of art even for a new player. Heroes should be powerful and the focus of most strategies. Tools should be given to players to maximize choices with heros. This leads to the second pillar:

2) Heroes are the primary focus in game play.

Players should be guided towards competitive play but have access to less competitive options. Current possibilities are: maximally customizable multiplayer game modes, single player tutorial campaign that is fun, unlockable cosmetics.

3) The game must appeal to casuals or the esports scene won't survive.

4) player interaction