**Overview**

Here’s a list of the games EST is going to focus on. Major games will be our primary focus while minor games will get coverage from time to time. This list will change as we determine which games seem to vibe the best with our audience.

**Major Games**

* **Street Fighter V**
  + Will have lots of content to cover with Capcom Cup along with other various tournaments.
* **Overwatch**
  + Already has plenty of content to cover and once OWL Season 1 begins, there will be even more content to cover.
* **CS:GO**
  + Many tournaments per month to cover.

**Minor Games**

* **ARMS**
  + Not really much of a following now besides simple community driven events from /r/ARMS and whatnot. First major showing will be at EVO Japan in January. This will probably be a good game to cover for starters since not many people are covering it yet.
* **Pokken Tournament DX**
  + Already has a decent following since its arcade/Wii U release. Has definitely gotten a surge of popularity since the Switch release. This game is pretty popular in Japan and it’s too early to tell what the pro scene will look like in the US.
* **Super Smash Bros Melee**
  + This has an extremely rabid fan base and at least one major tournament a month. Will be good to cover when these happen.
* **Marvel vs. Capcom: Infinite**
  + Brand new with low sales. This series has always been more niche than other fighting games given how crazy/complicated it can get. It’s really big here in the US but not as popular in Europe and Japan from what I’ve seen over the years. This game should start with minor coverage and possibly promote to a major game if it picks up enough steam.
* **Super Smash Bros 4 (for Wii U)**
  + Very large and dedicated fan base and can be just as hype as SFV. The community runs most of the major events (usually with little help from Nintendo) so there won’t be anything near the production level of a CPT event. Still, I think it’s worth covering the major tournaments when they happen.
* **Splatoon 2**
  + I’m not sure how big this game may be in the esports world. It has only had one big tournament and I don’t recall it bringing in masses of people. I’ve also seen complaints about the tick rate in the game being too high which has many doubting its place in esports. I say cover it whenever something is happening with it and see where it goes. This may also be bigger with the Japanese crowd than anyone else.