As it stands, as an isometric game about restricted map information and and twitch action, VR does not feel like a natural fit. Simply exchanging the current player view for a VR one would leave a VR player without much to look at, they would simply be looking down at mostly shrouded terrain. Similarly, the way players move and activate cards, currently mouse and keyboard driven, doesn’t comfortably map to VR controls without significant alterations.

With restriction of our current development, we think it is unwise to forcibly convert our game to VR. However, we believe there is a potential to make a different VR game with some elements and features from our game:

1. The new game will be a first-person card battle arena
2. Transform the real time card battle into first-person
3. A totally different motion control system for real time card battle with VR controllers
4. Add aim-assistance to improve playability
5. Reduce the number of players, and shrink the size of arena
6. Extra character and cards animation
7. New game engine/physical engine
8. Remove card gathering phase from the game

Additionally, a VR spectator mode for the game would be possible without having to rewrite the game, and would provide interesting possibilities especially when combined with a match replay system.