

Spellcasters

The premise of the game

Like beatsaber, but you are a mage that is fighting against different enemies, it's a PVP. where both of you have to hit each other with spells, The "win bar" will be like a tug of war. every mistake makes you closer to losing. When "hitting" a "note" you shoot a spell towards your enemy.

The reason that its in VR is that you have to actually do the movement so there's more chance for human error, so it's not just "press the right button in time"

Gameplay description

You move your wand correctly to a map to send spells at your opponent. While your opponent does the same

Core features

VR, spells, movement, PVP

Genre of the game

VR pvp fighting game.

What will be unique about the game

Not alot of fighting games are about long distance spellcasting against other people.