What I used:

Hardware used:

* Vicon motion capture system: https://www.vicon.com/
* Vive and Vive pro and Vive 1.0 base stations: https://www.vive.com/uk/

Assets used:

* Fencing sabre model: https://www.turbosquid.com/3d-models/max-fencing-sabre/771858
* Microwave beep.wav by KeyKrusher -- https://freesound.org/s/154953/ -- License: Attribution 4.0
* Vicon models in the Vicon Unity plugin
* Count down sound effect: https://pixabay.com/sound-effects/robotic-countdown-43935/
* Sword clash sound effect: https://pixabay.com/sound-effects/sword-clash-1-6917/
* Opponent manikin model: https://assetstore.unity.com/packages/3d/characters/humanoids/humans/3d-character-dummy-178395

Unity packages and plugins used:

* OpenVR XR plugin
* Animation rigging
* AR foundation
* FBX exporter
* Jetbrains Rider editor
* Oculous XR plugin
* Open XR plugin
* Post Processing
* Test framework
* TextMeshPro
* Timeline
* Unity recorder
* Unity UI
* Version control
* Visual studio code editor
* Windows XR plugin
* XR interaction toolkit
* Steam VR
* Vicon Unity plugin

Software used:

* Unity
* Blender
* Shogun live
* Shogun post
* Audacity
* OBS
* Git, git lfs and GitHub for version control

Files used:

* Git ignore file: https://gist.github.com/FullStackForger/20bbf62861394b1a3de0

* Attributes file: https://gist.github.com/Srfigie/77b5c15bc5eb61733a74d34d10b3ed87

and https://gist.github.com/gpoole/d9ec6dcc58d6ef292364093d32c02863

# Acknowledgements

I would like to thank my supervisor Rafael Kuffner Dos Anjos for all his exceptional help throughout this project.

I also want to thank Baiyi Li for helping to set up the project to work with the Vicon motion capture and help teaching me how to calibrate and use it.

I want to thank everyone else who have given valuable feedback to the project including Martin Callaghan my assessor and all of the fencers who helped playtest it.

Big thanks to those who taught me how to fence and everyone who has given me fencing coaching which gave me the knowledge and experience to be able to do this project.