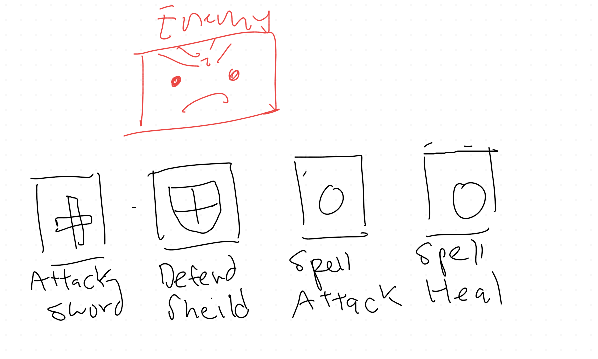
VR Battle game

Genre : Real-time stationary VR action game

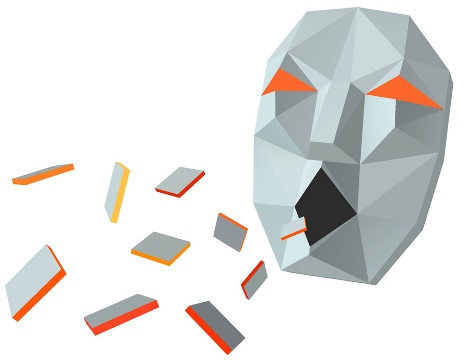
Game Description : Defeat enemies using magical cards that spawn different weapons and spells for you to use.



Player : VR Single player vs AI / Two player versus ( VR Single Player vs Mobile Player )

Gameplay

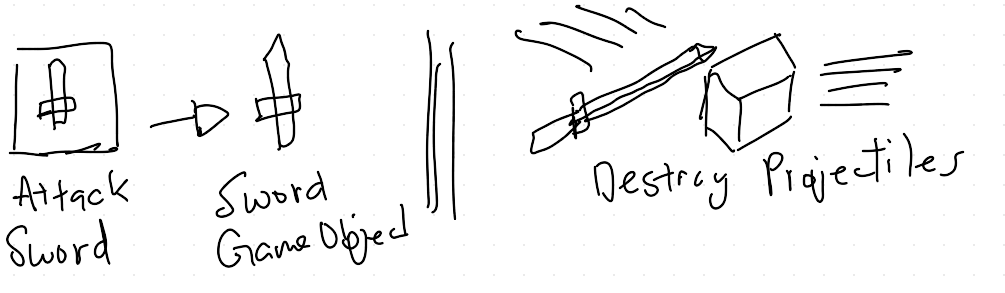
Enemy will constantly throw/summon/shoot objects to damage the player. Players need to dodge projectiles or receive damage.



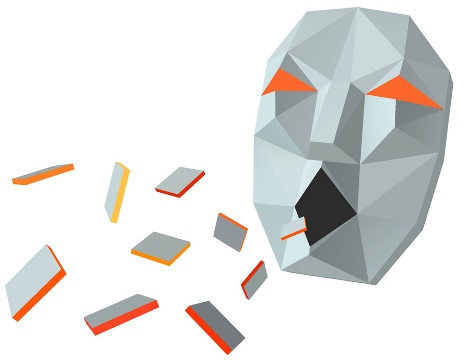
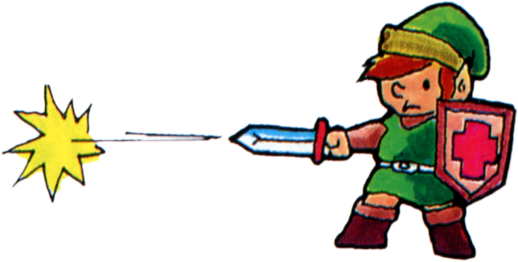
To win a game you need to deplete the enemy health. You use either Attack Sword or Spells to deplete the enemy health.

Use a card by picking it up. If you have enough mana to use the card after 3 seconds of holding the card, it will automatically triggers its card effect and transforms into a usable object for the player.

**Basic Attack - Sword**



The sword requires the player to charge it up by slashing projectiles sent by the enemy. After the sword is charged. Similar to beat saber.



Once charged the player aims the sword at the enemy to fire a laser type projectile to damage the enemy.

**Basic Defend – Shield**

Choosing the shield card gives you a shield. Limited number of blocks or damage that can be blocked. Each successful block rewards the player with more Mana.

**Basic Spell – Attack**

If you have enough mana you can use a spell orb. Simply throw it and it automatically homes in on the enemy.

**Basic Spell – Heal**

Use it to heal.

**Winning ! -**

Rewarded with the option to add a new card to the player deck to better defeat the next enemy.

Example : Stronger basic sword attack card with 3 damage instead of 1.

**Losing**

Start again at the beginning