You can virtually fight an enemy with Google Cardboard on and a Myo.

Saturday

Enemy is present

Damage is done via colliding animations

Characters get death animations

Sunday

Immerse yourself in the world with Cardboard

Control camera and rotational movement via Cardboard

Sound effects for fighting and impacts

Monday

Perform multiple kinds of attacks based on gesture (punch, blast, charge punch)

Able to detect proper arm that is performing attack

Tuesday

Enemy can fight back based on a timed set of attack animations

Winning scene

Find a good way to detect forward movement