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

Immerse yourself in the world with Cardboard

Control camera and rotational movement via Cardboard

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

Enemy cannot move

Characters get death animations

Winning scene

Able to detect proper arm that is performing attack

Damage is done via colliding animations

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

Sound effects for fighting and impacts

Find a good way to detect forward movement