State

11/5/2016

I started the implementation of the Character class. It currently has dummy data with Honovi info. You have to call the class from Player. And implement the reactions.

8/29/2016 The Prototype of the game is teleporting using Raycast. Removed the ability to jump to avoid motion sickness. Added the ability to throw balls.

References

http://flafla2.github.io/2016/05/17/viveteleport.html