Team

Anthony Lawn:

* Card system
* Relics system
* Random Combat & Events
* Enemy AI system
* Abstract action system
* Parabola pointer selections
* Deck system

Grant Barbee:

* Status effect system
* Map system
* Level generation system
* Enemy health bars and action previews
* Enemy/card/status/relic effect design
* Integrating art assets
* Hand interaction
* Hand model/rig/textures

Assets used:

VRTK: <https://github.com/ExtendRealityLtd/VRTK>

Steam Audio: <https://valvesoftware.github.io/steam-audio/downloads.html>

Kenney Particle Effects: <https://www.kenney.nl/assets/particle-pack>

Card Art - https://opengameart.org/content/40x56-card-frames-revised-again

Wolf Model - https://opengameart.org/content/wolf-1

Wolf Howl Sound - https://freesound.org/people/killyourpepe/sounds/395192/

Wolf Run Sound - https://freesound.org/people/sabotovat/sounds/414350/

Wolf Attack Sound - https://opengameart.org/content/dog-snarl-grunt-grumble

Wolf Hurt Sound - https://freesound.org/people/Coral\_Island\_Studios/sounds/277195/

Sword - https://opengameart.org/content/sword-flat-shaded

TilesTexture - https://opengameart.org/content/handpainted-brick-texture-pack

HumanForScale - https://opengameart.org/content/cleaned-base-human-models

Jagged Sword - https://opengameart.org/content/jagged-sword

Icons - "Lorc" https://opengameart.org/content/700-rpg-icons

Health Bar - https://opengameart.org/content/health-bar-64x8

Staffs - https://opengameart.org/content/staff-pack-low-poly

Battleaxe - https://opengameart.org/content/rpg-axes-low-poly-3d-and-2d-pixel-axes-icons

Shields - https://opengameart.org/content/shields-low-poly-asset-2

Potions - https://opengameart.org/content/low-poly-potions-0

More Weapons - https://opengameart.org/content/lowpoly-medieval-weapons

Pawn - https://opengameart.org/content/chess-pawn