Unity motion simulator

# Specification

The purpose of the application is to simulate both a motion capturing and a motion controlling system. It can be used standalone, to capture the motion of a character, or to control a character, and also to control the character by the captured data. And also It can be used with real devices. From the data collected from a real motion capture system, the controlled character shall follow the movement. Furthermore the catured movement of the character shall be available to control a real world robot.

# Use cases

# User stories