* Develop on the machine we have
* Headset due this coming Friday and next Friday we have the box

Code:

* There’s a class called SteamVr Frustrum under Valve.Vr

Options for deliverables:

* Rotate field of view of one eye with touch controller
* Virtual prism lens?
  + So make a VR thing that simulates what it’s like to wear a strobismus lens

IP:

* Project is designed as a non-NDA thing