Opens

* Bram - Are we going to need access to the github site of your team, or are we going to be storing everything on the google drive already shared with us? Up to us  
    
  NDA? No
* Todd - Will the headset repair the misalignment of the eye or just show us where it is? To repair, how it works exactly is up in the air

Technical Opens



AR’s

* Next Week have us take the reigns and share our screen to go over out schedule, who’s doing what and RD that we have done.

* Light hitting the eye to thinking about what you see is ~120ms
* Currently, the xbox controller moves the eye or changes the plane, we want to replace this with the touch controllers
* Parts that we are working on:(High level process) Take the gaze inference and hooking it into the eye model
* Limitations include field of view when reaching the ends of the headset (becomes blurry)
* Opthamologist is one who works with strabismus
* Inference - The brain knows what it is looking out, determines foreground, background and motion etc. This is using (not training) our built in tools
* Downloading visio and other content <https://azureforeducation.microsoft.com/devtools>  
  Pdx email sign in (Follow steps for Microsoft Projects) from <http://web.cecs.pdx.edu/~faustm/ece411/syllabus.pdf>   
  But search Visio instead or any other software that may be available
* <https://www.youtube.com/watch?v=wDRAKcKz9rk> great video for starting