1. User plugs in the Oculus Rift device
2. User toggles the Oculus connection button on the home screen
   1. System notifies the OculusManager to initialize the Oculus system
   2. OculusManager constructs the OculusState function
   3. OculusManager invokes OculusSDK methods to obtain the device description
   4. OculusState constructs two empty VideoFeed objects to prepare to receive data
   5. OculusState emits the oculusReady signal
   6. OculusManager notifies the system that the Oculus subsystem is online and returns true
3. System notifies user the Oculus is connected