1. User toggles the Oculus connection button
2. System safely frees the Oculus from use
   1. System toggles the Oculus connection within the OculusManager
   2. OculusManager calls private cleanupOculus method
   3. OculusManager destructs OculusState
   4. OculusState calls appropriate OculusSDK cleanup methods
   5. OculusState destructs it’s VideoFeed objects
   6. OculusState exists the destruct method
   7. OculusManager returns true for the success of disconnection
3. System notifies the user of Oculus disconnection
4. User turns off and unplugs the Oculus Rift device