1. User starts client application
   1. Qt Framework initializes the QML engine
   2. Qt Framework begins the QApplicationEngine and QQmlEngine items
   3. QML engine loads user interface
2. System initializes network systems
   1. System creates the NetworkManager object
   2. NetworkManager object is constructed and prepared for future connections
3. System initializes video systems
   1. System creates OculusManager and if an Oculus is present, the ConnectOculus use case will be enacted, if no Oculus is found at this time, the VideoManager is not constructed
4. System initializes controller systems
   1. System constructs the ControllerManager
   2. System runs Connect Controller use case, if a controller is present
5. System loads the home screen when the system has finished loading