1. User initiates the stop procedure
2. System cleans up NetworkManager
   1. NetworkManager cleans and closes the Video and Sensor stream objects
      1. VideoStreamManager cleans up the RTSP connection and frees resources
      2. RTSPClient cleans up the StreamClientState object and frees resources
      3. ServerControlManager cleans up the Jetson application and frees all resources
      4. NetworkManager calls the destructors on the stream objects
3. System cleans up ControllerManager
   1. ControllerManager cleans up the XInput objects
      1. ControllerManager calls stopPolling on SteeringWheelController
      2. SteeringWheelController destructs XInputState
      3. SteeringWheelController sends controllerDisconnected signal
      4. ControllerManager processes the disconnected state
      5. ControllerManager calls the destructor on SteeringWheelController
4. System cleans up OculusManager
   1. OculusManager calls the cleanup method on OculusState
   2. OculusState invokes the OculusSDK cleanup methods
   3. OculusState destructs all child objects
   4. OculusManager calls cleanup on the VideoManager
   5. VideoManager frees all resources
5. System notifies user of shutdown success and exits the application