Hypotheses:

1. Participants who altered their trajectory in accordance to the provided haptic feedback will have a better performance than participants who did not alter their trajectory.
2. A higher maximum force input will positively correlate with a lower performance.
3. Time by force application reflects fighting behaviour of the user.
   1. Participants’ fighting behaviour can be predicted by their time by force(?)
   2. Participant’s with greater time/force will exhibit greater fighting behaviour than participants with lower time/force.
4. Average Velocity / Path length = Performance?
   1. More thinking needs to go into this due to compound variables. It may be better to do some kind of complex model where all variables could be kept independent.