**Planned Features for NIUI**

**For Beta:**

* User Interface Support (IE using hand as cursor etc).
* Network based threading to hold user calibration through loading screens.
* Image and depth map streaming.
* Offline rotation reference point storing for skeletal meshes (removes the need for the T-Pose animation to be forced in-game).

**For Final Version:**

* Removal of frame-clamping requirement (IE making the NIUI update asynchronous).
* Thorough documentation.
* Optimised c++ backend.
* Series of tutorials (see below)

**Planned Tutorials:**

* User Interface.
* Small Game (Such as brick).
* Pose Detection (as button input and to drive motion).
* Tutorial on relaying the camera feeds to a texture.