* A UI with a start, an option and a quit button.
* A rigged pair of hands (Currently only found Oculus hands)
* A dropdown list or hotkeys for different gestures
* A first person camera bonded to the pair of hands
* A third person camera to allow users to move around the hands
* A switch button between the two cameras
* Some fancy environment setups (may use my previous projects)

Workflow of hand gesture animation:

* Get hand gestures recorded in sets of coordinates:

Data recorded includes:

* + Position coordinates (x,y,z) for each knot of each finger of the two hands(3 knots for one finger)
  + Rotation coordinates (x,y,z) for each knot of each finger of the two hands
  + Time frame
  + In .Json or .csv
* Map the data to the hand meshes in UNITY via Animator and Animation
  + Will write a script for this purpose
  + Output file will be .anim
* In Animator, create proper transition flow among gesture animations, adding triggers (either hotkeys or button in a dropdown menu) for each animation.

Do we play the animation once or should it be played repeatedly?