Unity definitions:

* **Anchor**: the point relative to the host object which the host object will rotate around.
* **Axis**: A 3D vector around which the object will rotate around.
* **Connected** **Anchor**: Position of the Anchor relative to the connected body center (not the host).

Class structure:

* UserComponent:
  + Component that will be attached to objects on which we want to spawn the hand on.
* Limb:
  + Constructor:
    - Real-world size (mm)
      * Make sure to child the object AFTER you finish setting the size of all objects.
    - Rotation (default is 0,0,0)
    - Axis (relative to rotation)
    - Connected Anchor vector
  + Stored default position:
    - For quick resetting purposes
  + Void resetPosition()
    - For resetting the simulation
  + Contains the capsule along with the hinge joint.
  + Contains a torque method that applied given torque along the axis of rotation.
  + Contains getter for the relative angle of the limb.
* Finger:
  + Contains 3 limbs for the distal, middle and proximal phalange limbs.
  + Constructor:
    - Size (on a scale 0-1 from default limb sizes)
    - Rotation ()
    - Axis (relative to rotation)
* Hand:
  + Contains 5 fingers
  + Constructor:
    - Size

First iteration:

* Limbs are limited of rotation only along the x-rotational-axis.

Second iteration (and/or future):

* Rotational limitations are lifted to all axes (only after training method improves, we need to be able to tell in which direction the fingers bend)