



BlockCompleted



DemoWorking



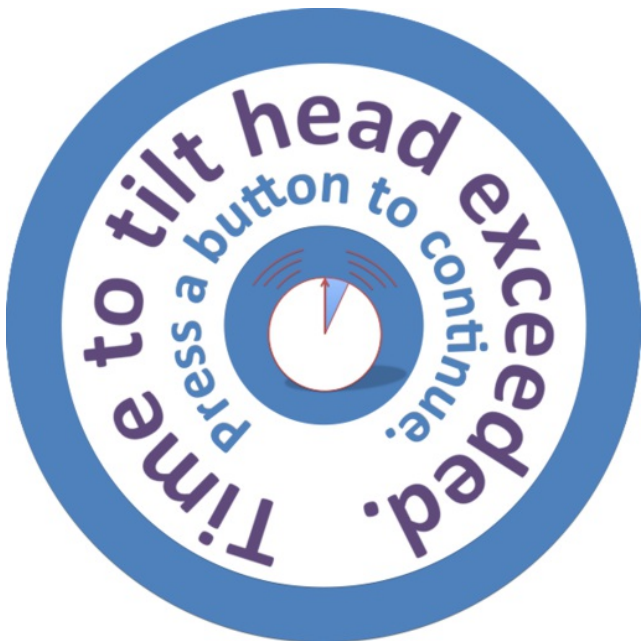
HandRotateTimeout



HandShouldNot



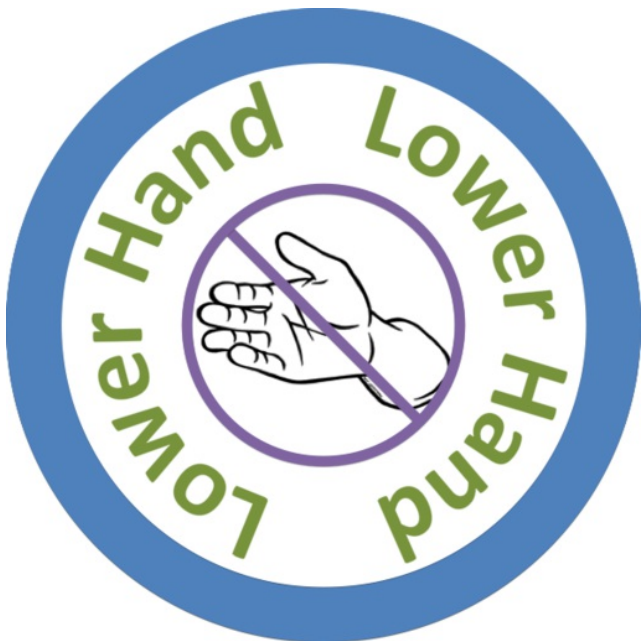
HandTooSoon



HeadAlignmentTimeout



HeadMisalignment



LowerArm





LowerArmTimeout



RaiseArm



RaiseArmTimeout



ReadyToStart



ResponseTimeout



StraightenHead



TimeLimit



VRCompleted