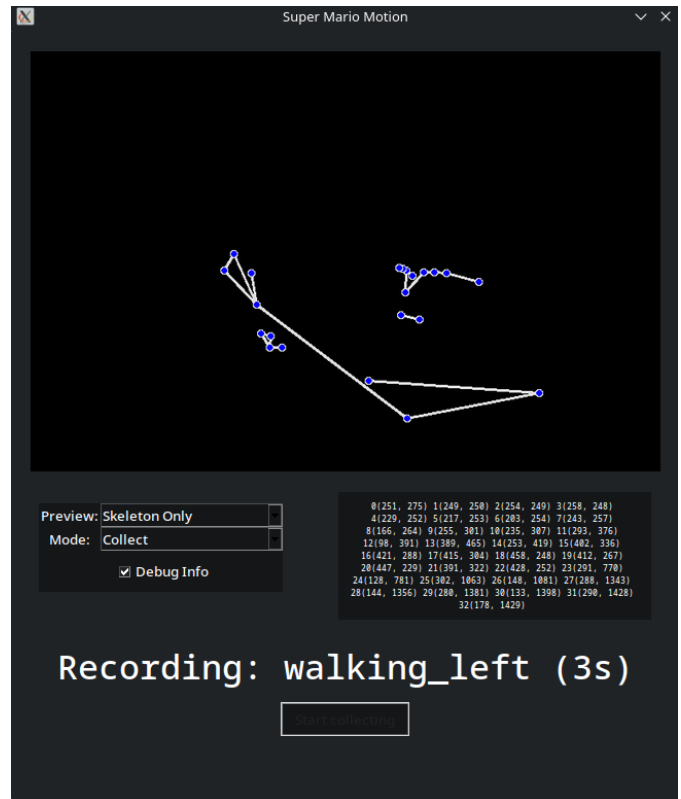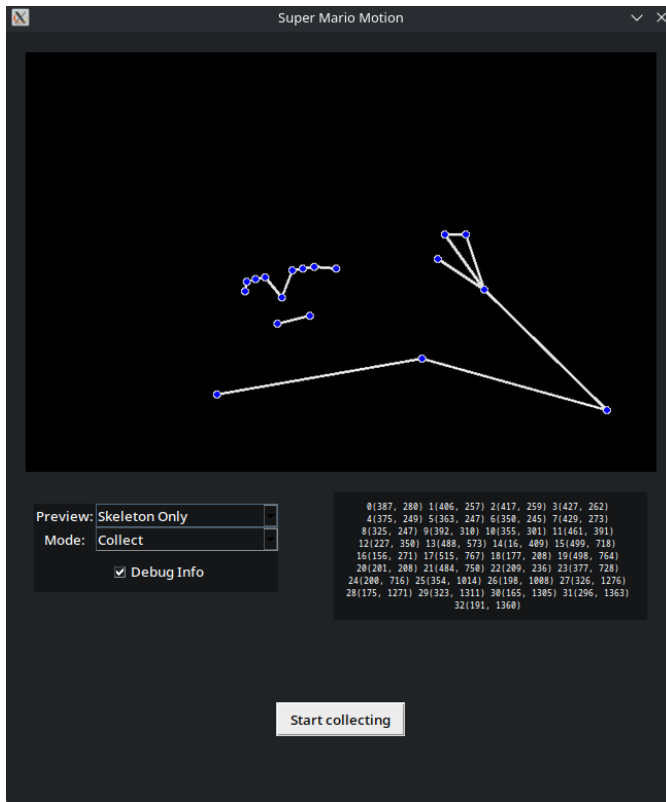# Meeting 6 – 11.11.25

Progress Report

This week we have mainly done four things:

1. Extending the GUI so that the user can collect data while running the program
2. Updated our README.md to make the repo look more appealing and better reflect the current state of our project
3. Fixed multiple bugs that we had listed on our Issues page
4. Rewrote a lot of modules to eliminate delay

Whats next?

- We need to fix the collection GUI, because right now it works on macOS but is misbehaving on Windows and Linux
- Implementing the virtual gamepad visualizer
- Complete "simple control"-mode by adding swimming, crouching an throwing
- Fixing visual bugs