

Capstone Log

Juan Vallejo
Jake Hayhurst

20 October, 2015

1 Progress

1. Compatibility with Windows
2. C++ UDP server re-written to work with UNIX-Socket and WinSock2
3. Ubuntu virtual machine image made as form of "working project snapshot"

2 Backlog

1. Further code optimization to reduce latency
2. Use Oculus Rift SDK to extract accelerometer data
3. Test entire project running on a single machine

3 TODO

1. Have diagram made from picture

4 Conclusion

Prototype is ready, further optimization needed to reduce latency between accelerometer and robot head movement.