Team member assignments and responsibilities

Nicholas Manning
- Project lead
- VR compatibility
  - Work to ensure the connection between the headset and the main program
- Unity development
  - Unity compatibility research with PsychoPy
- PsychoPy integration
  - Worked on establishing the VR headset as an additional display within the PsychoPy environment.
- Documentation oversight and meeting planning

Leif Orth
- Unity Development
  - Worked on establishing unity environment to be displayed to user
- Unity/Python integration
  - Worked using C# sockets to integrate with python.
- Kept notes about each of our weekly meetings

Isaac Martinolich
- Unity development
  - Worked on displaying images in Unity through the c# programming
- Unity/Python integration
  - Worked on integration of sockets in Unity's c# scripts and python
- Research
  - Researched documentation regarding Unity's C# scripts and sockets

Matthew Robinson
- Testing
  - Helped test different builds of the project and provided feedback
- Troubleshooting
  - Looked over code and helped to fix any potential problems
- Research
  - Researched documentation regarding PsychoPy and Unity

Caleb Smith
- Unity development
  - Worked on displaying different images to each eye
- PsychoPy integration
  - Tried to reverse engineer other people's approaches that I found online in order to learn more about PsychoPy
- Researched how other people approached binocular rivalry in virtual reality
- Helped test and bugfix