1. Finger Curvature
   1. Due date: 10/18
   2. About:
      1. Transfer array of INT16 data corresponding to curvature from the glove to unity
   3. Concerns/Questions:
      1. How to utilize this data within unity to control simulated fingers?
2. Haptic Muscles
   1. Due date: 10/18
   2. About: Transfer collision model data from simulated hand colliding with physical objects and transfer this data to glove in the form of an array of INT16 data.
   3. Concerns/Questions:
      1. Will there be 5 haptic muscles?
      2. The provided code only used a single int to control the muscles. Are they not controlled independently?
3. Soft Force Sensors
   1. Transfer array of INT16 data corresponding to collisions at the fingertips of simulated hand to glove
   2. Concerns/Questions:
      1. None yet
4. Hand Pose 10/12
   1. Transfer position and orientation from glove to unity
   2. Concerns:
      1. How to capture accurate position
         1. Looking into using open source dead reckoning libraries
5. Scene
   1. About:
      1. Create dynamic scene
6. Hand Model Prefab
   1. About:
      1. Built in hand model provided with steamVR plugin
   2. Concerns:
      1. How to disable HTC VIVE control of hand?
      2. How to make hand prefab independent of HTC VIVE controller?