MTConnectVR

To Implement

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# High Priority

* Finish implementing MTConnect.cs with XML parsing (MTConnect input)
* Finish implementing InputManager to send inputs to machines
* [Dependent] Add remote webcam feeds
* Implement Unity physics engine for force feedback and collision detection
* Reimplement base Machine class to follow MTConnect spec better

# Medium Priority

* Design and implementing VR user interface for multiple webcam feeds
* Add rotation to inverse kinematics

# Low Priority

* Design general VR user interface (thinking palette style)
* VR user interface for per-axis manipulation
* Reimplement interpolation to be linear and use maxSpeed
* Unity physics engine collision detection
* Reimplement inverse kinematics with Unity Physics Engine