MTConnectVR

To Implement

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# High Priority

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

# Medium Priority

* Design and implementing VR user interface for multiple webcam feeds
* Design general VR user interface (thinking palette style)
* Add rotation to inverse kinematics

# Low Priority

* VR user interface for per-axis manipulation
* Add force-feedback to OpenHaptics
* Reimplement interpolation to be linear and use maxSpeed
* Unity physics engine collision detection
* Reimplement inverse kinematics with Unity Physics Engine