OFT writes two .csv files as it runs:[Participant #]_position.csv, [Participant #]_objdistance.csv

The Position data contains data obtained every 1/10th of a second (10Hz), run by the method CollectPositionData() in the LogManager.cs script. Object distance records data only when the participant responds with a button press that indicates they believe they have found the target object, run by the method CollectResponseData() in the LogManager.cs script. The variables obtained from each are outlined below.

_position.csv:

pos_x - Participant position on the x axis
pos_z - Participant position on the z axis (pos_y is not included as head height is static)
rot_y* - Quaternion Y vector rotation
rot_w* - Quaternion W scalar rotation around vector
time - Total run time of experiment
target_obj - Target object that participant is trying to locate
Trial_level - Unity Scene being run, Learn (1-4) or Test (1-24) trials
delta_target - Euclidean distance from participant to target object (VUs)
delta_start - Euclidean distance from participant to start point (VUs)

_objdistance.csv:

target_obj - [Same as **_position.csv**]
trial_level - [Same as **_position.csv**]
start_x - Participant starting trial position on x axis
start_z - Participant starting trial position on z axis
end_x - Participant end of trial position on x axis
end_z - Participant end of trial position on z axis
end_rot_y* - Quaternion Y vector rotation at end position
end_rot_w* - Quaternion W scalar rotation at end position
start_delta_target - Distance to target object at the beginning of trial
end_delta_target - Distance to target object at the end of trial
run_time - Total run time of experiment
completion_time - Trial completion time

- **Quaternions are how unity stores angles, for efficiency reasons. Might look into grabbing Euler angles, depending on which data type is easier for analysis.**