Final Checkoff:
- Hand tracking: position of hands will be shown on the display
- Game map (rock-climbing wall) generated and displayed on the screen
- Player physics: the virtual player moves on the screen based on how the user moves his/her hands (speed and direction of motion)
- Glove input: grab and release sensing using flex sensors
- Glove output: small vibrating motors to give the user feedback
- Reset functionality

Turner:
- Hand tracking
- Glove sensing and user feedback

Chris:
- Display
- Rock map
- Game logic
- Player physics

Stretch Goals:
- Climbing-wall map creator: Allow the user to custom generate a virtual climbing wall
- Improving hand tracking: using edge detection instead of center of mass
- Better glove feedback for user (possibly use more motors)

Ambitious Goals:
- Head tracking: changing the map orientation depending on the direction user is facing
- 3D graphics

11/25 Status Update Target:
Individual blocks working to a large extent - hand tracking, glove I/O, display, map and game logic