Detection of walking action using the movement of VR headset

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1- Objective
Using only the headset to reproduce a movement in VR with the best precision possible.

2- Method
There are many ways to simulate a walking for example, with vibration sensor. But in my case, I'm only using the headset, so it means the coordinate of my headset to move my character.

3- Result
For now my walking is working as I wanted, but the precision is around 60%

4- Problem encounter
Since I'm an intern student in Japan for like 4 months, I have lost around 1 month to get a VR Headset because my school must deliver me the headset necessary for my internship.