SPMP

1. Draw simple interface.
2. Develop UML documentation
3. Choose the data structure for data storing
4. Read Qt Documentation about filesystem communication
5. Code the first version without gui
6. Create Enter Widget
7. Create Main Widget
8. Design the helper widget
9. Develop functionality for each widget
10. Connect each part of code
11. Test the code
12. Fix bugs
13. Document the code