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 SignedWidget
8. Create Main Widget
9. Design the helper widget
10. Develop functionality for each widget
11. Connect each part of code
12. Test the code
13. Fix bugs
14. Document the code