**INITIAL GOALS**

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LIST OF GENERIC GRAPHIC CONCEPTS:

-Switching from screen to screen upon the click of a button

-Having text appear when a button is clicked

-Ability to check off two buttons at the same time

FUNCTIONAL ASPECTS:

- The user will be able to switch from screen to screen by clicking buttons

- There will be separate buttons in the middle of the screens, user will be able to turn two “on” at a time and text will appear

- Buttons will be held in an array

- Focus on using radio buttons, check boxes and normal buttons

- Focus as well on card layout

ARCHICTECTURUAL ASPECTS:

Near the bottom of the main frame and the different screens, there will be the buttons in fixed locations which will allow you to switch to different screens

There will be buttons fixed in the middle of the different screens

**Planned Steps**

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| **Version** | **New incremental feature of each step** |
| 1.0 | Create main frame and set up main window |
| 1.1 | Create 3 different panels (screens) |
| 1.2 | Connect frame to 3 different screens |
| 1.3 | Add buttons to main frame (radio buttons) |
| 1.4 | Give function to radio buttons (switch from main frame to screens) |
| 1.5 | Add radio buttons to 3 other screens |
| 1.6 | Give function to buttons on other screens (repeat 3 times) |
| 1.7 | Add check box buttons to other screens |
| 1.8 | Add check box buttons to main frame |
| 1.9 | Give function to check box buttons on main frame |
| 2.0 | Give function to check box buttons on other screens |
| 2.1 | Add text into 3 different screens (displayed when check box buttons are selected) |
| 2.2 | Add text into main frame |
| 2.3 | Add background design into main frame |
| 2.4 | Add background design to 3 screens |
| 2.5 | Add clickable images to check box buttons |

\*\*Screens denote different windows that the user will be able to view