Design Specification Documentation for the PETAL project.

Here the full specification of the application will be defined.

Below is a quick and dirty version:

* Eye Control
  + When the application starts the mouse control will transfer over to eye control
    - If that fails for any reason an exception will be shown and the control will revert to mouse control
* UI
  + It will do things
* Built in CLR
  + CLR is a Microsoft platform that allows .net applications to be built in C++.
  + This allows the UI to be developed quickly using visual studio’s forms tools while preserving the ability to quickly integrate traditional C++ and hardware without having to switch languages
  + Because each form has its own associated code we will use a MVVM design framework:
    - <https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93viewmodel>