---- Requirements ----

1. Configuration Settings
   1. Consists of Components:
      1. UI Layouts
      2. Hotbar Layouts
      3. Gearsets
      4. Keybinds
   2. Initialization
      1. The application checks for ‘data.json’
         1. If ‘data.json’ does not exist
            1. The application asks the user for the full name of a character
            2. The application searches (log files) for the character’s folder and ID
            3. The application adds the found character folder to its data or gives an error
            4. The application repeats 1.2.1.1.1 through 1.2.1.1.3 until the user indicates no more unidentified characters exist
         2. If ‘data.json’ does exist
            1. The application verifies that the data in ‘data.json’ and the actual character folders match
            2. If the results from 1.2.1.2.1 are negative, then the application begins at 1.2.1.1.1
      2. The application awaits user input
   3. Normal usage
      1. The application shall allow the user to make changes to component inclusion of the active profile
         1. For each component deselected from the active profile, the application shall default to using the master profile for that particular component
      2. The application shall allow the user to change the primary profile
         1. The application shall make a backup of current profile
         2. The application changes to the new profile in memory
         3. The application swaps the files in the character folder
      3. The application shall allow the user to change the active character
         1. The application shall change the profiles in memory to that of the new character
         2. No changes to the file structure will occur
2. Profile Manager
   1. Saves Backups of Configuration Settings (1.1) Automatically
   2. Loads Profiles
      1. Piecemeal:
         1. Can load entire profile
         2. Can load individual profile components
         3. Can display profile/component comments/tags
      2. Loads most recent backup of Profile, unless user specifies otherwise
   3. Remembers last active Profile for each character
   4. Saves Backups as Profiles
      1. User can check/uncheck each component
         1. Checked components: current assoc. file(s) saved to profile
         2. Unchecked components: existing assoc. file(s) in profile not changed
      2. User can add screenshot to profile
      3. Profiles can share components:
         1. UI Layouts
         2. Hotbar Layouts
         3. Gearsets
         4. Keybinds
   5. Allows the User to:
      1. Add tag/comments:
         1. Entire backup
         2. Each component (optional)
         3. Tag class(es) or situation(s)

---- Menu ----  
  
[Displays Active Profile, and components that are different/unsaved]

1. "Load Profile/Component"
   1. "Choose Profile" [Shows Profiles and comments/tags]
      1. [User Selects Profile]
      2. "Load Profile" [Loads Profile, success message] [Return to root]
      3. "Choose Components" [Displays list of Components and comments/tags]
2. Save Profile [Asks: "Save to Current Profile?" with profile name]
   1. Yes [Saves to current profile]
   2. No [Displays list of Profiles, user chooses a Profile]
      1. "Save entire Profile?" [displays selected profile name]
         1. Yes [Saves to profile] [Return to root]
         2. No  [Increments through components, asking "y/n"] [Return to root]
3. View Profiles [Displays all saved profiles and comments/tags]
   1. Copy Profile [Displays list of profiles, user selects one]
      1. [Copy mirrors original title, but with "copy of" prefix] [Return to root]

Delete Profile [Displays list of profiles, user selects one] [Return to root]