**Food searching agent simulation**

**TODO:**

1. ~~Create folder structure for the project. Copy necessary files and clear them.~~
2. ~~Alter and clean copied files so, that the program builds a clear window without any GUI elements.~~
3. ~~Update makefile so that it build the empty project~~
4. ~~Create GitHub repository for the project and make an initial commit to the created repository.~~
5. ~~Develop the preliminary GUI to see, how the program will look like.~~ 
   1. ~~Create a png file in Materials folder.~~
   2. ~~Develop elements of a GUI in graphical editor.~~
6. ~~Polish the representation and use of the font. Additional class should be created called “font”. Necessary methods should be defined. Rewrite all the necessary code in the project.~~
7. ~~Polish debug console. Add constructor.~~
8. Add captions to the all panels on the GUI.
9. Add description of the project to the github repository.
10. Try to think about objects that will be created in the application.