**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. ~~Finish development of the GUI in Paint.net (02.12.2021)~~
9. ~~Add captions to all panels on the GUI. (02.12.2021)~~
10. Add information text to the info panel
11. Add description of the project to the github repository.
12. Try to think about objects that will be created in the application.