**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. Add description of the project to the github repository.
7. Try to think about objects that will be created in the application.