The Gui, upon completion, should have the following primary features.

* Practice/Competition data exchange modes.
  + Practice mode denotes full data exchange between the Gui and robot. Battery information, electric current status, high quality video feed/images, sensor feedback, etc. is shown in practice mode.
  + Competition mode denotes limited data exchange between the Gui and robot. Low quality images and very little sensory data should be sent and received.
* Autonomous/Teleop Gui displays.
  + Autonomous display shows some sensory data, video feed, battery, etc. based on whether data exchange is in practice or competition mode.
  + Teleop display shows direct control information (informational diagram, indicators of what is being pressed, etc). Teleop also enables the input of commands to the robot. Xbox and Keyboard input should be ignored in Autonomous mode.
* Video Feed if supported by on board camera.
* Logging. This will record everything in order to track future bugs.
* Credits dialog for external libraries used.

The Gui, upon completion, will hopefully have the following secondary features.

* Positional display. Possibly a diagram that shows where the robot is at all times, and updates every x number of seconds.
* The status of electrical currents in the robot.
* Explanatory diagrams of how to control the robot via Xbox Controller or the keyboard.
* Display of which device (keyboard, Xbox controller) is being used to send input to the robot.