GUI User documentation

* GUI: State what file it opens.
* Check that the first list is complete
* The default values ARE not SOULD BE
* Move potential ranges down to limit section
* When you are in the editor you can do it in superscript, get rid of question mark
* Anything with a number needs units
* The user can chose to save the file for later use
* Missing hard sphere default values in potential type
* Right save, run and quit as sub paragraphs
  + Save – what it does
  + Run – what it does
  + Quit – what it does
* Describe what hard and soft limits mean
* For number of particles 2 to 1024 do you mean that or do you mean greater than or equal to

Main User Documentation

* Means the file contains
* Make note that people can make their own file manual by setting the first value
* Example of the two output files
* Note that you also create a graph file
* Mention xyz file and how it is used
* Document graph stuff
  + Everyone needs a part in the simulation
  + Demo VMD
  + Process for machine how it is working
* Test Document and results are 15% of your group grade
  + Describes a bunch of input cases
  + How it tests hard and soft limits
* In requirements doc describe why part of it is written in C
* If would be nice to have information about the files in the requirements document