Objective Draft

As with the Task Draft, the Objective entity shall have it’s basic entities describe here, without mentioning the entities that will appear in due course, as other modules are being defined. We must keep in mind at all times the fact that this entity must behave and function normally, without the requirement for any other entities than those described here. As the O.U.S specifies, here are the entities that will make up the Objective entity:

* Char[] title = an array of chars that will be used as the title of the objective;
* Char[] summary = an array of chars that will be used as the short summary of the objective;
* Image icon = an image that will be used as the representative icon of the objective;
* Char[] status = an array of chars that will be used as the status of the objective;
* \*Task[] slaves= pointer to an array that holds references to the Tasks that are assigned to the objective;
* \*Member supervisor = pointer to a Member entity that serves as this Objective’s supervisor/watcher
* Image progress = an image/progress bar that will be used to represent the average completion rate of the tasks inside the objective/overall progress;
* \*Notifier synchronizer = a pointer to a Notifier entity that will be used to download all the Tasks subordinated to the objective, including their latest revision;
* \*Member[] workers =pointer to an array of Member entities, that represent all the people that work on the Tasks included in the objective;
* \*Timer generalTimeBox = pointer to a Timer entity that will be generated by gathering all the Tasks’ timeboxing;

All other entities ( eg. The possibility to create tasks, remove tasks, etc.) shall be described later, as they simply use commands that are not critical here.