Project Draft

The Project entity shall be used only as a container with visual representation (maybe MVC?) for objectives, as such, there will be few elements that will comprise this entity, but the basics are :

* Char[] name = the name for the project
* \*Objective[] objectives = pointer to the associated objectives to this project
* \*Timer = pointer to an associated Timer entity that will display generated timebox from the objectives ( recursively speaking, it starts from project, goes down to task, returns to projects);
* \*Location location = pointer to the path where the project (and all subsidiary objectives, tasks) shall be set;
* \*LocalManager projectManager = pointer to the associated LocalManager that handles the project’s data;