Task Draft

All the elements contained by the Task must be defined by the user stories related to tasks. As such, as derived from T.U.S, a Task entity must have the following entities inside it:

* Char[] title = an array of chars that will be used as the title of the task;
* Char[] description = an array of chars that will be used as the description of the task;
* Image icon = an image that will be used as the representative icon of the task;
* Char[] status = an array of chars that will be used as the status of the task;
* \*Task[] dependencies = pointer to an array that holds references to the Tasks that the task is linked to;
* Objective parent = the Objective entity that will serve as the container for this task;
* \*Member[] members = pointer to an array that holds references to the Members that work on the task;
* Char[] comments = an array of chars that will be used to represent the comments of the task;
* \*AlarmClock[] associatedAlarms = pointer to an array that hold references to the Alarms that are linked to the task;
* History log = a History entity that tracked all the modifications that occurred locally;
* UploadHistory logUpload = a derived History entity that holds all the uploads that were made by this task and relevant information to it;