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;
* Boolean child = Boolean to ascertain whether the task is a sub-task or a standalone task;
* \*Task parent = pointer to the parent Task;
* \*Task[] sublist = pointer to an array of Tasks that have been created from the task;
* \*Timer timebox = pointer to a Timer entity(?) that will represent the timebox for the task;

The above mentioned entities should suffice as the basis of the class, except for the entities that will be necessary in the interaction with the only database/local manager, such as the path of the task folder, etc. Other entities can be included without affecting the basic functionality of the task entity. In this regard, a few (optional, but may prove to be mandatory later, so it is best to include them now) other entities shall be specified now, but, if they are deemed to be necessary for the basic functionality, shall be migrated to the above list:

* \*HTTPS link = a pointer to the link for the task location on the server;
* \*Location local = a pointer to the path where the user decided to save all files regarding the task;
* \*Settings custom = a pointer to a Settings (submodule?) entity that controls different aspects pertaining the task;

However, keeping in mind that we do not want our modules to be dependent (too much) on each other, it makes sense to describe only the entities that are immutable are critical to this entity, and all the other entities shall populate the list once the other modules are being defined.

* New task for test