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## Task dependancies

Posted by isaacson - 2014/03/15 12:14

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I realise this might take a bit of programming, but what about having the facility to have some tasks dependent on others. For example, you might have 'order wood' and 'build shed' as two tasks. You obviously can't build the shed until you've ordered the wood, so it would be great if you could link the two tasks so that 'build shed' only turned up in your to do list after 'order wood' had been completed, and if 'order wood' got delayed, the 'build shed' would be delayed too. As you can probably tell, I'm not a programmer, so I can afford to just imagine what would be great without having to work out how to actually make it happen, just thought it might be a good idea.

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