A screenshot of a computer screen

Description automatically generated

This was a difficult one to come up with, and I hope I can finish this within the next week. For a basic overview, Goal has three subclasses, each defining how the program should deal with each type of goal available. The file currently requires two different files. When program is loaded, it creates GoalManager to execute most everything else. GoalManager loads the user file, and also loads the goal file through GoalList. GoalList handles a master list of all goals available, making a goalBoard that gives a list of goals the user can switch to if they wish to. GoalManager calls on GoalList whenever a new goal is added or it needs to update or use the goalboard. In addition, User is saved in a different class that keeps track of all of the user data. This is essential for keeping track of user levels. In total, this overcomplicates the entire original purpose, but it’s what I want to build, an interactive goal tracker.