## **IMissionManager**

- std::vector< Mission > missions
- + virtual ~IMissionManager ()=default
- + virtual void AddMission (const Mission &mission)=0
- + virtual void CompleteMission (const std::string &missionName)=0
- + virtual std::vector
  - < Mission > GetActiveMissions
  - () const =0



## MissionManager

- std::vector< Mission</li>missions
- + MissionManager()
- + void AddMission(const Mission &mission) override
- + void CompleteMission (const std::string &mission
  - Name) override
- + std::vector< Mission
  - > GetActiveMissions
  - () const override