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 > missions

+ MissionManager()

+ void AddMission(const Mission &mission) override

+ void CompleteMission (const std::string &mission Name) override

+ std::vector< Mission > GetActiveMissions () const override