The polymorphism is when you have priorities and methods and you can change the action of this method in different ways, in nature is when you have a species but different kinds of this species. An example in the programation is when you have personages, these personages have properties like life, name, defense, and strength; and have methods like attack, move, time, etc. In polymorphism, you can have these methods and properties thanks to herency but you can change a little the methods to make them execute in different ways and these are variations.  
  
In my code you can see polymorphism in this part:  
  
// Define a class to represent a goal

public class Goal

{

// ...

// Virtual method to check if the goal is completed

public virtual bool IsCompleted => CompletionCount >= TargetCompletionCount;

}

// Derived class for checklist goals

public class ChecklistGoal : Goal

{

// ...

// Override the IsCompleted method for checklist goals

public override bool IsCompleted

{

get

{

// Custom logic for checklist goals

return CompletionCount >= TargetCompletionCount;

}

}

}

// Derived class for eternal goals

public class EternalGoal : Goal

{

// ...

// Override the IsCompleted method for eternal goals

public override bool IsCompleted

{

get

{

// Custom logic for eternal goals

return false; // Example: Eternal goals are never completed in this implementation

}

}

}

// In the User class

public class User

{

// ...

// Method that interacts with goals and utilizes polymorphism

public void RecordEventForGoal(Goal goal)

{

// Allow recording events without checking if the goal is completed

goal.CompletionCount++; // Increment completion count

Points += goal.PointsPerCompletion; // Award points

Console.WriteLine($"{UserName} recorded progress on the goal: {goal.Name} and earned {goal.PointsPerCompletion} points!");

// Use polymorphism to determine completion behavior

if (goal.IsCompleted)

{

// Custom behavior for completed goals

Console.WriteLine($"{UserName} achieved the goal: {goal.Name}");

}

}

}