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class TaskManager:
    def __init__(self):
        self.items = []

    def add_item(self, item):
        self.items.append({"name": item, "done": False})
        print(f'"{item}" has been added.')

    def show_items(self):
        if not self.items:
            print("Your list is empty.")
            return

        print("\nYour Tasks:")
        for index, item in enumerate(self.items, start=1):
            status = "Completed" if item["done"] else "Pending"
            print(f"{index}. {item['name']} - {status}")

    def complete_item(self, item_index):
        if 0 < item_index <= len(self.items):
            self.items[item_index - 1]["done"] = True
            print(f'"{self.items[item_index - 1]["name"]}" marked as done.')
        else:
            print("Invalid item number.")

    def remove_item(self, item_index):
        if 0 < item_index <= len(self.items):
            removed = self.items.pop(item_index - 1)
            print(f'"{removed["name"]}" has been removed.')
        else:
            print("Invalid item number.")


def main():
    manager = TaskManager()

    while True:
        print("\nMenu")
        print("1. Add Task")
        print("2. View Tasks")
        print("3. Mark as Done")
        print("4. Remove Task")
        print("5. Quit")

        choice = input("Choose an option (1-5): ")

        if choice == "1":
            item = input("Enter a new task: ")
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            manager.add_item(item)
        elif choice == "2":
            manager.show_items()
        elif choice == "3":
            item_index = int(input("Enter task number to mark as done: "))
            manager.complete_item(item_index)
        elif choice == "4":
            item_index = int(input("Enter task number to remove: "))
            manager.remove_item(item_index)
        elif choice == "5":
            print("Goodbye!")
            break
        else:
            print("Please select a valid option.")


if __name__ == "__main__":
    main()
```