**W06 Team Activity: Eternal Quest Design**

**Goal(base class)**

\_shortName : string

\_description : string

\_points : int

RecordEvent() -virtual: void

IsComplete() -virtual: bool

GetDetailsString() – virtual: string

GetStringRepresentation(): string

**SimpleGoal**

\_isComplete : bool

RecordEvent() -overide: void

IsComplete() -overide: bool

GetStringRepresentation(): string

**EternalGoal**

RecordEvent() -overide: void

IsComplete() -overide: bool

GetStringRepresentation(): string

**ChecklistGoal**

\_amountCompleted : int

\_target : int

\_bonus : int

RecordEvent() -overide: void

IsComplete() -overide: bool

GetStringRepresentation(): string

GetDetailsString -overide: string

**GoalManager**

\_goal: List<List>

\_score: int

Points, scores ,recordevents