Goal		Menu
name: String rewardPoints: int description: String status: Boolean	Zach Newby June 15, 2023	-menuDisplay: String -pointCount: int -goalList: List <goal> _userInput: string (if needed)</goal>
+Goal(): Goal +GetName(): String +DisplayGoal(): String +SetName(): void +GetSaveData(): String +SetRewardPoints(): void +GetRewardPoints(): int +GetDescription(): void +CompleteGoal(): void		+Menu(): Menu +Menu(List <goal> goalList):Menu +RunMenu(): void +DisplayMenu(): void -SaveGoalsToFile(): void -LoadGoalsFromFile(): void -RecordEvent(Goal goal): void -CreateGoal(): void +Quit(): void</goal>
	EternalGoal	ChecklistGoal
SimpleGoal	_status: String	_timesToComplete: int timesCompleted: int
	+CompleteGoal(): void	_bonusRewardValue: int
		+CompleteGoal(): void +CheckOff(): void +SetRewardValue(): void +SetBonusValue(): void +GetRewardValue(): int +GetBonusValue(): int +SetNumberOfTimesCompleted(): void +GetNumberOfTimesCompleted(): void