Eternal Quest Design Doc

**Classes:**

* Goal – base
* Simple goal
* Eternal goal
* Checklist goal
* Goal Menu

**Goal Menu** - Behaviors:

* Save goals to file.
* Display goals
* Create goal.
* Load goals from file
* Record event
* Quit
* SetPoints(): void
* GetPoints(): int

Constructor

* GoalMenu() – no parametrs

Attributes

* \_points: int
* \_goalList: List<goal>
* \_menuDisplay: String
* \_userInput: String

**Goal class:**

Methods

* GetName(): String
* DisplayGoal(): String (return string with goal summary for display goal in menu)
* SetName(): void
* SaveGoal(): void
* SetRewardValue(): void
* SetPoints(): void
* GetPoints(): int
* GetDescription(): void
* CompleteGoal(): void

Constructor

* No parmeters
* Ask for name, reward, and description

Attributes

* \_name: String
* \_points: int
* \_description: String
* \_status: Boolean

**Simple Goal:**

Methods

* CompleteGoal(): void - overwritten
* SetRewardValue(): void - overwritten

Attributes

**Eternal Goal:**

Methods

* CompleteGoal(): void (Does not check off box) - overwrite
* SetRewardValue(): void – overwritten

Attributes

* Remove status?

**Checklist Goal**

Methods:

* CompleteGoal(): void - overwritten
* CheckOff(): void
* SetRewardValue(): void – overwritten
* SetBonusValue(): void
* SetNumberOfTimesCompleted(): void

Constructor:

* No parameters
* Ask for name, descriptions, number of times to complete, reward value, and bonus value

Attributes:

* \_timesToComplete: int
* \_timesCompleted: int
* \_bonus: int