Quest System

Quest Custom Editor (extends Editor)
- isAddGoalPanelOpen: bool
- newGoalAssetName: string
- newGoalName: string
- newGoalDescription: string
- isEditGoalPanelOpen: bool
- goalToEditAssetName: string
- goalToEdit: Goal
- isRemoveGoalPanelOpen: bool
- goalToRemoveName: string
- + OnInspectorGUI(): void

Goal Content UI
- _questName
- _questLocation
- _goalDescription
- _goalContentPrefab
- _goalParentLocationContent
- + SetGoalContent(_questName: string, _questLocation: string, _goalNames: List<string>, _goalDescription: string, _goalCounts: int, activeGoalName: string)
- + CreateGoalContent(_goalContentCount: int, _goalNames: List<string>, activeGoalName: string)
- + ClearGoalContent()

Quest Content UI
- _questName
- _questDescription
- _questLocation
- _questToggle
- _questToDoState
- _questFailedState
- _questCompletedState
- QuestNPC
- + QuestNameText
- + Start()
- + OnEnable()
- + OnDisable()
- + OnQuestToggleChanged(isOn: bool)
- + SetQuestContent(name: string, description: string, location: string, _questState: QuestState)
- + SetQuestStatus(_questState: QuestState)

Goal Content Panel
- _goalNameText
- + SetGoalText(goalName: string, isActive: bool)

Quest
- _questName: string
- _questDescription: string
- _questLocation: string
- _questState: QuestState
- _goals: List<Goal>
- _activeGoal: Goal
- + ActiveGoal: Goal
- + QuestName: string
- + QuestDescription: string
- + QuestLocation: string
- + QuestState: QuestState
- + QuestGoals: List<Goal>
- + CheckGoals(QuestNPC): void
- - GiveReward(QuestNPC): void

Goal
- _goalName: string
- _description: string
- - Complete: bool
- + GoalName: string
- + Description: string

Quest State
- NotActive
- Active
- Failed
- Completed

Quest Giver
- _questNPC: QuestNPC
- _quest: Quest
- _flowchart: Flowchart
- + Quest: Quest
- + QuestNPC: QuestNPC
- + Flowchart: Flowchart

Quest ManagerCustomEditor (extends Editor)
- + OnInspectorGUI(): void

UI System
- _prompt
- _promptText
- _questPanel
- _questPanelContent
- _goalPanelContent
- _questToggleGroup
- _activeGoalPanel
- _activeQuestText
- _activeGoalText
- _questContentPrefab
- _serviceLocator
- + Awake()
- + Start()
- + UpdatePromptText(_promptMessage: string)
- + DisablePromptText()
- + ToggleQuestPanel()
- + SetGoalPanelContentActive(_setActive: bool)
- + UpdateQuestUI(_questNPC: QuestNPC)
- + UpdateGoalUI(_questName: string, _questLocation: string, _goalNames: List<string>, _goalDescription: string, _goalCounts: int, activeGoalName: string)
- + UpdateActiveGoal(_activeQuest: string, _activeGoal: string, _setActiveGoalPanel: bool, _questState: QuestState)

Fungus (Dialog) System (The Flowchart)

Quest NPC
- Quest: Quest
- Flowchart: Flowchart
- _serviceLocator: ServiceLocator
- _assignedQuest: bool
- _helped: bool
- + Interact(): void
- - AssignQuest(bool): void
- - CheckQuest(): void

Quest Manager
- _quests: List<QuestGiver>
- _serviceLocator: ServiceLocator
- _uiSystem: UISystem
- + CurrentQuestNPC: QuestNPC
- + SetQuest(QuestNPC): void
- + CompleteActiveGoal(QuestNPC): void
- - SetActiveGoal(Quest): void
- - ResetQuestsAndGoals(): void
- - QuestUI(QuestNPC): void