

Goal Parent Class	Simple : Goal Class	Eternal : Goal Class
_name: string _description: string _points: double	inherits attributes	inherits attributes
Method	Methods()	Methods()
SetName(): string SetDescription(): string Display(): void AwardPoints(): int abstract RecordEvent() abstract IsComplete() constructor :)	override RecordEvent() override IsComplete() constructor() : base()	override RecordEvent() override IsComplete(): nullify constructor() : base() :)
		Checklist : Goal Class
		inherits attributes _reachBonus : int _bonusPoints: double
		Methods()
		override RecordEvent() override IsComplete() constructor(attr1, attr2) : base()