W09 – Eternal Quest Program Diagram

Cecilia Michalek

**Base class Goal**

**Attributes:**

\_shortName ; string

\_description : string

\_points : int

**Behaviors:**

RecordEvent() : void (Abstract)

IsComplete() : bool (Abstract)

GetDetailsString() : string

GetStringRepresentation() : string (Abstract)

**Constructor:**

Goal(name: string, description: string, points: int)

**Derive Class SimpleGoal**

**Attributes:**

\_isCompleted : bool

**Behaviors:**

RecordEvent() : void (Override)

IsComplete() : bool (Override)

GetStringRepresentation() : string (Override)

**Constructors:**

SimpleGoal(name: string, description: string, points: int)

**Derive Class EternalGoal**

**Attributes:**

None

**Behaviors:**

RecordEvent() : void (Override)

IsComplete() : bool (Override)

GetStringRepresentation() : string (Override)

**Constructors:**

EternalGoal(name: string, description: string, points: int)

**Derive Class Checklist**

**Attribute:**

\_amountCompleted : int

\_target : int

\_bonus : int

**Behaviors:**

RecordEvent() : void (Override)

IsComplete() : bool (Override)

GetDetailsString() : string (Override)

GetStringRepresentation() : string (Override)

**Constructors:**

CheckListGoal(name: string, description: string, points: int)

**Class GoalManager**

**Attributes:**

\_goal : List<Goal>

\_score : int

**Behaviors:**

Start(): string

DisplayPlayerInfo() : int

ListGoalName()

ListGoalDetails()

CreateGoal()

RecordGoal()

SaveGoal()

LoadGoal()

**Constractors:**

GoalManager() //Empty list of Goals and player score to 0.