1. Goal [Abstract]

* Attributes
  + \_points: int
  + \_title: string
  + \_description: string
  + \_isComplete: boolean
* Behaviors
  + Goal(points:int, description:string)
  + Reward(): Abstract int – Returns the points for completing the goal
  + Describe(): Abstract void – Prints the description of the goal
  + RecordEvent(): Abstract String – Returns goal in format to be saved
  + ISComplete(): Abstract Boolean – Changes goal IsComplete status to true

1. SimpleGoal

* Attributes
* Behaviors
  + SimpleGoal(points: int, description: string)
  + Reward(): Override int
  + Describe(): Override void
  + RecordEvent(): Override String
  + ISComplete(): Override boolean

1. EternalGoal

* Attributes
* Behaviors
  + EternalGoal(points: int, description: string)
  + Reward(): Override int
  + Describe(): Override void
  + RecordEvent(): Override String
  + ISComplete(): Override boolean

1. CheckllistGoal

* Attributes
  + \_targetGoal: int
  + \_timesCompleted: int
  + \_bonusPoints: int
* Behaviors
  + ChecklistGoal(points: int, description: string, target: int, bonus: int)
  + Reward(): Override int
  + Describe(): Override void
  + RecordEvent(): Override String
  + ISComplete(): Override boolean

1. GoalMenu

* Attributes
* Behaviors
  + GoalMenu()
  + GoalMenu(goals: List<Goal>, points: int)
  + Menu():
  + AddGoal(type: int) Void
  + SaveGoals(filename: string) Void
  + LoadGoals(filename: string) Void
  + DisplayCurrent() Void
  + CompleteGoal() Void