***Quest Design***

Requirements:

* We need a system that allows for different types of quests for different parties to complete. This will likely be split into multiple sub systems for the different factions at play.
* We need to consider the possible goals for each faction
* We need a way to keep track of progress for each quests
* We need a way to load any type of quest for any faction

Factions and their Possible Quests

* Player
  + Defeat enemies
  + Listen in on enemy conversation
  + Move object to location C
* Enemies
  + Defeat Player (active)
  + Move object from point A to B
  + Idle during period of time
* Date
  + Completed by player only. Must be completed within X amount of time.
  + Get [object] for date
  + Have conversation with date
  + Escort date (thru danger)

Quests

* Comprised of objectives
* Has events that denote when quest state has changed / completed

Objectives

* Has listeners that wait for game events which help change quest state
* Has initialization functions that change game state to allow quests to be completed

Quest Management

* Stores the current running quest
* One manager for each faction?

Bigger Question: Level Configuration

* A list of quests needs to be a part of the level configuration