

Duck	
<p>Maintain its name, level, XP, hunger, thirst, and mood.</p> <p>Respond to user actions like feeding, giving water, and playing.</p> <p>Display animations and visual changes based on interactions.</p> <p>Level up when XP reaches a threshold.</p>	<p>GameManager (Handles interactions)</p> <p>UIManager (Updates the display)</p> <p>StorageManager (Saves and loads duck data)</p>

Game Manager	
<p>Control game logic (e.g., hunger and thirst decrease over time).</p> <p>Process user inputs (e.g., feeding, playing).</p> <p>Handle XP gain and level-up logic.</p> <p>Unlock achievements.</p>	<p>Duck (Updates the pet's stats)</p> <p>UIManager (Updates the UI)</p> <p>AchievementManager (Tracks milestones)</p>

UI Manager	
<p>Render duck stats and animations.</p> <p>Update XP, hunger, thirst, and level displays.</p> <p>Manage settings and modal interactions.</p> <p>Display achievements when unlocked.</p> <p>Render task list.</p> <p>Display filter options (All, Active, Completed).</p> <p>Provide an interface for adding/editing tasks.</p> <p>Update task stats and XP level.</p>	<p>GameManager (Receives updates)</p> <p>Duck (Displays status)</p> <p>TaskManager (Fetches and updates tasks)</p> <p>Task (Displays individual tasks)</p> <p>XPManager (Updates progress bar based on task completion)</p>

Storage Manager	
Save and load duck stats using LocalStorage. Retrieve stored progress when the game starts. Store achievements and preferences. Save and retrieve tasks from LocalStorage. Persist user preferences and XP progress. Load saved tasks when the app starts.	GameManager (Handles save/load logic) UIManager (Loads settings on startup) TaskManager (Manages tasks) XPManager (Stores XP progress)

Storage Manager	
Save and load duck stats using LocalStorage. Retrieve stored progress when the game starts. Store achievements and preferences.	GameManager (Handles save/load logic) UIManager (Loads settings on startup)

Task	
Store task details (title, priority, completion status). Toggle completion status. Provide information for rendering in UI.	TaskManager (Manages task operations) UIManager (Displays tasks)

Task Manager	
Add, remove, and edit tasks.	TaskManager (Manages task operations)
Toggle task completion.	UIManager (Displays tasks)
Filter tasks based on status (Active, Completed).	Task (Handles individual task data)
Sort tasks by priority.	UIManager (Updates UI based on task operations)
Save and load tasks from LocalStorage.	StorageManager (Persists tasks)

XPManager	
Track XP level based on completed tasks.	TaskManager (Earns XP from task completion)
Update and display XP progress bar.	UIManager (Displays XP progress)
Unlock achievements.	AchievementManager (Unlocks rewards)

AchivementManager	
Track and unlock task-based achievements.	XPManager (Triggers achievements based on XP milestones)
Display notifications for new achievements.	UIManager (Displays achievements)
Store unlocked achievements.	