



Goal Classes and Interfaces

- Complex goals use a strategy pattern to check for completion (keeps a goal checker attribute which can check the goal as an AND goal or OR goal)
- Composite pattern for goals where complex goals are composed of subgoals which may be another complex goal or a simple goal (leaves, i.e. exit goal, treasure goal, switch goal or enemy goal)
- Observer pattern between entities and the goals (goals observe entities to see if it is in the correct state for goal completion and entities update goal)

