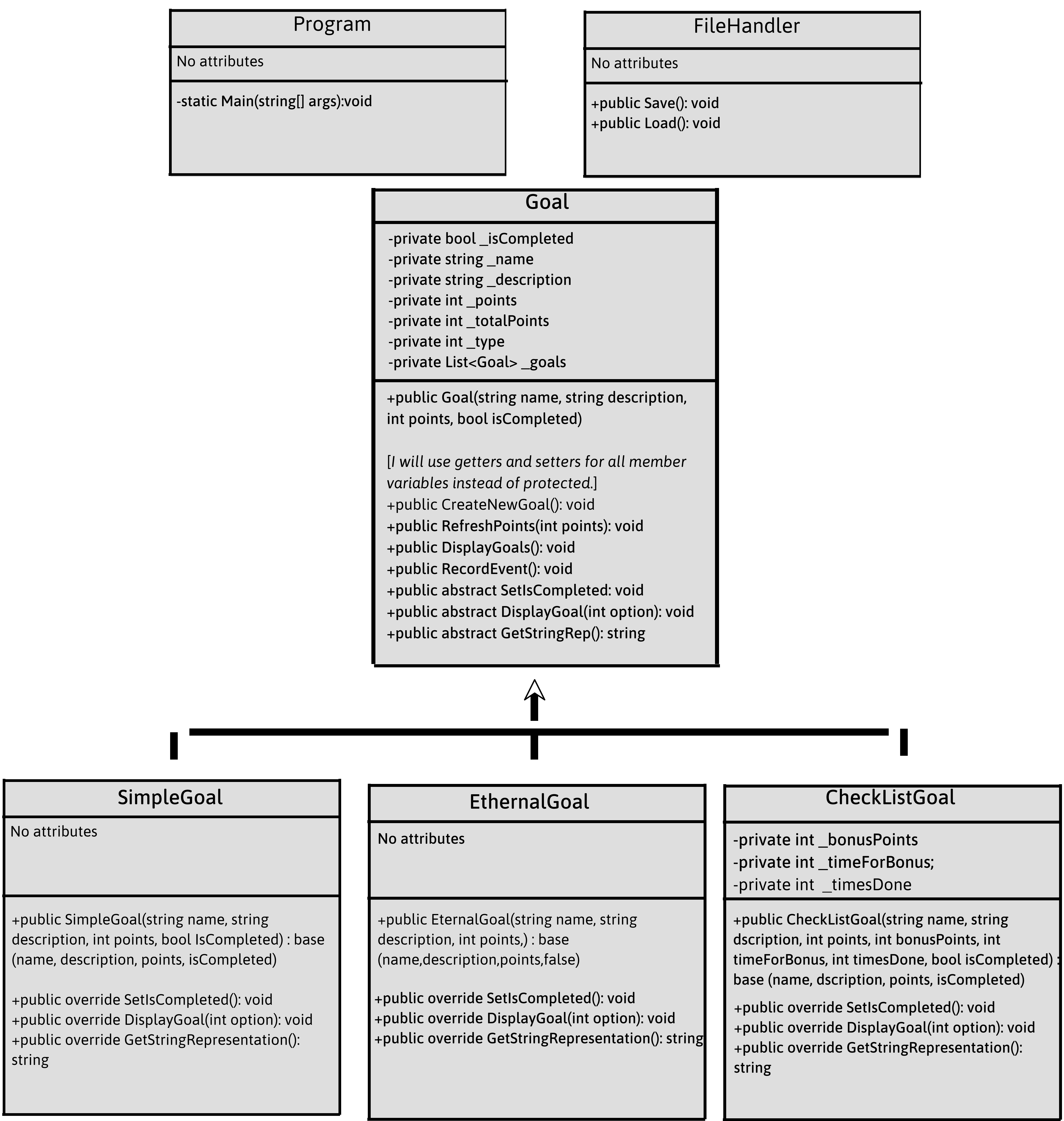


# ETERNAL QUEST PROGRAM: DESIGN



## DESCRIPTION

The user menu and user interactions will be handled by the Program class. The file loading and saving will be handled by the FileHandler class. The Goal class will serve as the super class and manage the properties shared by all other classes.

Each class has its own set of attributes and methods. Once the desired derived class is used, those attributes and methods will be utilized. For instance, if the user chooses the SimpleGoal, everything from the Goal class as well as the methods and attributes of the class itself will be inherited.