SInt.MissionObjectives.Mo Data.ObjectiveProgress

+ moStatus
+ count
+ rewardValue
+ isFailedConditionMet
+ CanTryComplete

+progress

SInt.MissionObjectives.MoData

+ title
+ uniqueId
+ visualDescription
+ isHideCheckMark
+ isHideUIElement
+ OnProgression
+ OnCompletion
+ childMoData
+ IsAllChildObjectivesComplete

+ TryComplete()
+ TryProgress()
+ TryProgress()