```
QuestChannel
+ QuestCompleteEvent
+ QuestActivatedEvent
+ CompleteQuest()
+ AssignQuest()
           #_questsChannel
        Quest
 + Uniqueld
 + Name
 + State
 + LevelRequirement
 + ExperienceReward
# Enable()
# Disable()
# QuestActive()
# QuestCompleted()
# Complete()
```