QuestChannel + QuestCompleteEvent + QuestActivatedEvent + CompleteQuest() + AssignQuest() # questsChannel Quest + Uniqueld + Name + State + LevelRequirement + ExperienceReward # Enable() # Disable() # QuestActive() # QuestCompleted() # Complete() **DefeatEnemiesQuest** + NumberOfEnemiesToDestrov # Enable() # QuestCompleted() # QuestActive()