```
Quest
    + Uniqueld
    + Name
    + State
    + LevelRequirement
    + ExperienceReward
    # questsChannel
    # Enable()
    # Disable()
    # QuestActive()
    # QuestCompleted()
    # Complete()
    DefeatEnemiesQuest
+ NumberOfEnemiesToDestroy
```

Enable()

QuestCompleted() # QuestActive()