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| **Class Information** |
| Class Name: QuestAbstract Type: No Persistence: No |

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| **Trace-ability Information** | | |
| Use Case ID | Use Case Name | Steps |
| SP-013 | Complete Quest | 3 |
| SP-014 | Display Quest | 1 |
| SP-018 | Give Quest | 1,4,5 |
| SP-012 | Take Quest |  |

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| **Public Methods** | | |
| Signature | Preconditions | Post Conditions |
| Quest(string name, string description, string complete, float exp, UIItemInfo[] rewards, List<string>[] objective, int status) | None | None |
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| **Protected Methods** | | |
| Signature | Preconditions | Post Conditions |
| NA |  |  |
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| **Private Methods** | | |
| Signature | Preconditions | Post Conditions |
| NA |  |  |
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| **Attributes** | | | | | |
| Name | Type | Object (Y/N) | Instance/Static | Visibility | Description |
| CompletedDescription | String | Y | Instance | Public | Completed description of quest. |
| Description | String | Y | Instance | Public | Description of quest. |
| Experience | Float | Y | Instance | Public | Experience worth of quest. |
| Name | String | Y | Instance | Public | Name of quest. |
| Objective | List<string> | Y | Instance | Public | List of objectives of quest. |
| Status | Int | Y | Instance | Public | Indicates if the quest has been started, progress, and if its completed. |
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| **Concurrency** | |
| Threading Issue | Description |
| N/A |  |
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| **Major Exceptions** | | |
| Name | Trigger | Action |
| N/A |  |  |
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| **Instance Information** | | | |
| Minimum | Maximum | Mean | Fixed |
| 1 | 3 | N/A | 2 |
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| **General Comments** | | |
| Author | Date | Comment |
|  |  |  |
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