# u2d_msa_sdk Module

`.userprogress`

## Attributes

### __version__ `module-attribute`

```
__version__ = '0.0.3'
```

## Classes

### MSAUserProgress

**Attributes**

#### user_progress `instance-attribute`

```
user_progress = {}
```

**Functions**

#### __init__

```
__init__() -> None
```

#### addToProgress `async`

```
addToProgress(event: str, message: Dict)
```

#### resetProgress

```
resetProgress(event: str, message: Dict)
```

# Functions

## getMSAUserProgress `cached`

```
getMSAUserProgress() -> MSAUserProgress
```

This function returns a cached instance of the MSAUserProgress object.

> ✏️ **Note**                                                              ⌄
>
> Caching is used to prevent re-reading the environment every time the MSAUserProgress is used.

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