Class: Task

Variables:

Description - String - Visual Representation of Task

Required - Boolean - Whether the task is required or not

Pay - Integer - The pay given to the player if the task is completed

In Progress - Boolean - Whether the Task is in progress or not

Completed - Boolean - Whether the task has been completed or not

Methods:

View - Draw the description on screen

Give - Make the task available to be accepted

Accept - Start the task

Complete - Change Completed to ‘True’

Reject - Turn down or stop tasks, only useable on optional tasks

Class: Task Manager

Variables:

Available Tasks - ArrayList - List of tasks available, but not currently in progress

Tasks in Progress - ArrayList - List of tasks in progress

Methods:

Write All - Draw the descriptions for the tasks

Write Available - Draw the descriptions for the available tasks

Write In Progress - Draw the descriptions for the tasks in progress

Update - Check task booleans and move them to the correct lists or remove them

Task Terminal

On the ship, lists the tasks that can be accepted before an excursion

Issues:

How to determine if a task is completed

Task link in molecule?

Molecule link in Task?

Types of Tasks

Only collections?

Possible other tasks? How to implement them?