# Achievements

Achievements are small goals, which can be reached during gameplay. After reaching each goal the user will be noticed via popup. Achievements are ought to extend the user game experience.

The following goals are intented:

1. Basic achievements
2. Go Roast a Toast! – first time starting a single player game
3. Who’s the bread-champ? – first time winning a multiplayer game
4. Interesting isn’t it? – reading about the team
5. Go buy some new Toast! – buying of a better Toast
6. Give me Power Edison! – buying of a better Toaster
7. Toasting spree – 10 perfect toasts after each other
8. Roasting
9. You get the idea – toasted 10 toasts
10. The more the better – toasted 50 toasts
11. I love bread – toasted 100 toasts
12. Hurt me toasty – toasted 500 toasts
13. Please no more – toasted 1000 toasts
14. Time (final toast must be in condition good or above)
15. Warp 7 Mr. Sulu! – toasted within 1,5 seconds
16. You’re manipulating time! – toasted within 1 second