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:**

* Basic achievements

1. Go Roast a Toast! – first time starting a single player game
2. Who’s the bread-champ? – first time winning a multiplayer game
3. Interesting isn’t it? – reading about the team

* Gameplay

1. Nice Toast! – first time making a perfect toast
2. Go buy some new Toast! - first time buying a better Toaster
3. Give me Power Edison! - first time buying a better Toaster
4. Toasting spree - 10 perfect toasts after each other
5. Like a ToaPro – 20 perfect toasts after each other
6. You get the idea – toasted 10 toasts
7. The more the better – toasted 50 toasts
8. I love bread – toasted 100 toasts
9. Hurt me toasty – toasted 500 toasts
10. Please no more – toasted 1000 toasts
11. Warp 7 Mr. Toast! – toasted within 1 seconds
12. Manipulating time! – toasted within 0,5 second

###### (Minor changes in amount of achievements are possible)