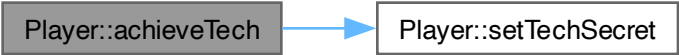


Player::achieveTech



```
graph LR; A[Player::achieveTech] --> B[Player::setTechSecret]
```

A diagram showing a call from the method `Player::achieveTech` to the method `Player::setTechSecret`. The first box is gray and the second is white, connected by a blue arrow.

Player::setTechSecret