On AchievementModel	AchievementManager
	-achievements: Map <int, achievementmodel=""> -unlockedAchievements: Map<int, achievementmodel=""> -lockedAchievements: Map<int, achievement=""></int,></int,></int,>
	+AchievementManager() +initializeAchievements() +getAchievements(): Map <int, achievement=""> +getUnlockedAchievements: Map<int, achievementsmodel=""> +getLockedAchievements: Map<int, achievement=""> +moveAchievement(source: Map<int, achievementmodel="">, goal: Map<int, achievement="">)</int,></int,></int,></int,></int,>