0n	AchievementManager	
AchievementModel	-achievements: Map <int, achievementmodel=""> -unlockedAchievements: Map<int, achievementmodel=""> -lockedAchievements: Map<int, achievement=""></int,></int,></int,>	
	+AchievementManager() +initializeAchievements() +checkAchievements(statistic: StatisticModel) +getAchievements(): Map <int, achievement=""> +getUnlockedAchievements: Map<int, achievementsmodel=""> +getLockedAchievements: Map<int, achievement=""> +addAchievement(achievement: AchievementModel): boolean +removeAchievement(achievement: AchievementModel): boolean</int,></int,></int,>	