AchievementModel

AchievementManager
-unlockedAchievements: Map<int, AchievementModel> -lockedAchievements: Map<int, Achievement>
+AchievementManager() +initializeAchievements() +checkUnlockedAchievements(statistic: StatisticModel) +getUnlockedAchievements: Map<int, AchievementsModel> +getLockedAchievements: Map<int, Achievement> +addAchievement(achievement: AchievementModel): boolean +moveToUnlockedAchievements(id: in): boolean +moveToLockedAchievements(id: int): boolean