$\bigcirc \longrightarrow \bigcirc$	AchievementManager
AchievementModel	-achievements: Map <int, achievementmodel=""></int,>
	+AchievementManager() +initializeAchievements() +checkAllAchievements(statistic: StatisticModel) +getAchievements: Map <int, achievementsmodel=""> +addAchievement(achievement: AchievementModel) +removeAchievement(id: int)</int,>