

GameLog::KillAchievement



```
graph LR; A[GameLog::KillAchievement] --> B[GameLog::CheckAchievement]; A --> C[GameLog::IsAchieved];
```

The diagram illustrates a sequence of calls from the `GameLog::KillAchievement` method. It is represented by a gray rectangular box on the left. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box labeled `GameLog::CheckAchievement`. The bottom arrow points to another white rectangular box labeled `GameLog::IsAchieved`. All boxes have a thin black border.

GameLog::CheckAchievement

GameLog::IsAchieved