

GameLog::AttackDamageAchievement

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

The diagram illustrates a class hierarchy or association. A gray box on the left, labeled 'GameLog::AttackDamageAchievement', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'GameLog::CheckAchievement' and the bottom white box is labeled 'GameLog::IsAchieved'.

GameLog::CheckAchievement

GameLog::IsAchieved