MonoBehaviour

BaseGameStateUpdate

- + IsEnd
- m isEnd
- + GetState()
- + GetNextState()
- + OnInitialize()
- + OnUpdate()
- + OnExit()
- + OnDestroy()
- # SetEnd()

BaseLobbyStateUpdate

- m_lobbyState
- m_nextLobbyState
- + GetState()
- + GetNextState()

LobbyStateUpdate_GoAction Tutorial

- m windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateWindow()
- DestoryWindow()

LobbyStateUpdate_GoManagement Tutorial

- m_windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateWindow()
- DestoryWindow()

LobbyStateUpdate_Normal

LobbyStateUpdate_ReturnAction

- m_returnActionWindowController
- m_createReturnActionWindow
- + OnInitialize()
- + OnExit()
- CreateReturnActionWindow()
- DestoryReturnActionWindow()

LobbyStateUpdate_TrialSession

- m_trialSessionWindowController
- m_createTrialSessionWindow Controller
- + OnInitialize()
- + OnExit()
- CreateTrialSessionWindow()
- DestoryTrialSessionWindow()