

TitleScreenManager

+ m_pushAnyKey

m titleLogo

+ m_mainMenuPanel + m_optionObject

m_isAnyKeyPressedm_pressAnyKeyAction

- m_sceneChanger

+ StartUp() + OnNewGame()

+ OnLoadGame()

+ OnOption()

- OnEnable()

+ OnExit()

- OnDisable()

- ShowTitleLogo()

Update()UpdateForWaitAnyKey()