

LobbyStateUpdate_ReturnAction.
CreateReturnActionWindow

```
graph LR; A[LobbyStateUpdate_ReturnAction.  
CreateReturnActionWindow] --> B[LobbyStateUpdate_ReturnAction.  
DestoryReturnActionWindow]; A --> C[BaseGameStateUpdate.SetEnd];
```

LobbyStateUpdate_ReturnAction.
DestoryReturnActionWindow

BaseGameStateUpdate.SetEnd