

LobbyStateUpdate\_TrialSession.  
CreateTrialSessionWindow

```
graph LR; A[LobbyStateUpdate_TrialSession.  
CreateTrialSessionWindow] --> B[LobbyStateUpdate_TrialSession.  
DestoryTrialSessionWindow]; A --> C[BaseGameStateUpdate.SetEnd];
```

LobbyStateUpdate\_TrialSession.  
DestoryTrialSessionWindow

BaseGameStateUpdate.SetEnd