MonoBehaviour BaseGameStateUpdate IsEnd m isEnd + GetState() + GetNextState() + OnInitialize() + OnUpdate() + OnExit() OnDestroy() + # SetEnd() WindowController + Input + CreateWindowObject - m_createWindowType - m_window - m_input - m_createWindowObject + CreateWindow< WindowType >() + UpdateSelf() - Start() - Update() - UpdateStart() - UpdateInput() - DestroyWindow() BaseLobbyStateUpdate - m_lobbyState -m createWindowController - m_nextLobbyState -m windowController + GetState() + GetNextState() LobbyStateUpdate_GoAction Tutorial

OnInitialize()
OnExit()

CreateWindow()
DestoryWindow()

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