MonoBehaviour
Ā

## BaseGameStateUpdateController

- # m currentState
- m stateUpdateList
- m currentStateUpdate
- + IsState()
- # StartStateUpdate()
- # SetInitializeState()
- # SetStateUpdate()
- Start()
- ChangeState()
- InitializeState()
- UpdateState()
- ExitState()
- DestroyState()



## LobbyStateUpdateManager

- + instance
- m\_lobbyState
- m\_dontDestroyOnLoad
- + DeleteInstance()
- # Awake()
- # StartStateUpdate()
- # SetInitializeState()