MonoBehaviour

BaseGameStateUpdate

- + IsEnd
- m_isEnd
- + GetState()
- + GetNextState()
- + OnInitialize()
- + OnUpdate()
- + OnExit()
- + OnDestroy()
- # SetEnd()

-m_currentStateUpdate

Base Game State Update Controller

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