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 >() - Start() - Update() - UpdateStart() - UpdateInput() - DestroyWindow() BaseLobbyStateUpdate - m lobbyState -m createWindowController - m_nextLobbyState -m windowController + GetState() + GetNextState() LobbyStateUpdate_GoAction **Tutorial** + OnInitialize() + OnExit() - CreateWindow()

- DestoryControllerWindow()