# MonoBehaviour

### BaseGameStateUpdate

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

## BaseLobbyStateUpdate

- m\_lobbyState
- m\_nextLobbyState
- + GetState()
- + GetNextState()

### LobbyStateUpdate\_GoAction Tutorial

- m windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateWindow()
- DestoryControllerWindow()

### LobbyStateUpdate\_GoManagement Tutorial

- m\_windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateWindow()
- DestoryControllerWindow()

# LobbyStateUpdate\_Normal

# LobbyStateUpdate\_ReturnAction

- m\_returnActionWindowController
- m\_createReturnActionWindow
- + OnInitialize()
- + OnExit()
- CreateReturnActionWindow()
- DestoryReturnActionWindow()

### LobbyStateUpdate\_TrialSession

- m trialSessionWindowController
- m\_createTrialSessionWindow Controller
- + OnInitialize()
- + OnExit()
- CreateTrialSessionWindow()
- DestoryTrialSessionWindow()