

BaseGameStateUpdateController

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



LobbyStateUpdateManager

- + instance
 - m_dontDestroyOnLoad
- m lobbyState
- m initilizeStateList
- m initilizeState
- + DeleteInstance()
- # Awake()
- # SetInitializeState()