

BaseGameStateUpdate

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

BaseManagementStateUpdate

- m_managementState
- m_nextManagementState
- + GetState()
- + GetNextState()

ManagementStateUpdate_End

- m_endImage
- + OnInitialize()
- + OnUpdate()
- + OnExit()

ManagementStateUpdate _Result

- m_windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateToUpdateWindow()
- DestoryWindowController()

ManagementStateUpdate _Standby

- m_windowController
- m createWindowController
- + OnInitialize()
- + OnExit()
- CreateToUpdateWindow()
- DestoryWindowController()

ManagementStateUpdate _Start

- m_targetImage
- + OnInitialize()
- + OnUpdate()
- + OnExit()

ManagementStateUpdate _Update

- + OnInitialize()
- + OnUpdate()
- + OnExit()