

BaseGameStateUpdateController

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



ManagementStateUpdateManager

- + instance
 - m_dontDestroyOnLoad
- m_managementState
- m_initilizeStateList
- m_initilizeState
- + DeleteInstance()
- # Awake()
- # SetInitializeState()