

BaseGameStateUpdate

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



BaseLobbyStateUpdate

- m_lobbyState
- m_nextLobbyState
- + GetState()
- + GetNextState()



LobbyStateUpdate_ReturnAction

- m_returnActionWindowController
- m createReturnActionWindow
- + OnInitialize()
- + OnExit()
- CreateReturnActionWindow()
- DestoryReturnActionWindow()