

## BaseGameStateUpdate

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

## 1

## BaseLobbyStateUpdate

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



## LobbyStateUpdate\_Normal

- m normalWindowController
- m createNormalWindowController
- + OnInitialize()
- + OnExit()
- CreateNormalWindow()
- DestroyNormalWindow()