MonoBehaviour BaseGameStateUpdate IsEnd m isEnd + GetState() + GetNextState() + OnInitialize() + OnUpdate() + OnExit() OnDestroy() + # SetEnd() WindowController + Input + CreateWindowObject - m_createWindowType - m_window - m_input - m_createWindowObject + CreateWindow< WindowType >() + UpdateSelf() - Start() - Update() - UpdateStart() - UpdateInput() - DestroyWindow() BaseLobbyStateUpdate - m_lobbyState -m createWindowController - m_nextLobbyState -m windowController + GetState() + GetNextState() LobbyStateUpdate_GoManagement Tutorial OnInitialize() OnExit() CreateWindow() DestoryWindow()