

LobbyStateUpdate_GoAction
Tutorial.CreateWindow

```
graph LR; A[LobbyStateUpdate_GoAction  
Tutorial.CreateWindow] --> B[LobbyStateUpdate_GoAction  
Tutorial.DestroyControllerWindow]; A --> C[BaseGameStateUpdate.SetEnd];
```

LobbyStateUpdate_GoAction
Tutorial.DestroyControllerWindow

BaseGameStateUpdate.SetEnd