```
                        ┌─────────────────────┐
                        │   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 >()
- - Start()
- - Update()
- - UpdateStart()
- - UpdateInput()
- - DestroyWindow()

BaseManagementStateUpdate

- - m_managementState
- - m_nextManagementState

- + GetState()
- + GetNextState()

-m_createWindowController
-m_windowController

ManagementStateUpdate_Standby

+	OnInitialize()
+	OnExit()
-	CreateToUpdateWindow()
-	DestoryWindowController()