MonoBehaviour

BaseGameStateUpdate

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

BaseLobbyStateUpdate

- m_nextLobbyState
- + GetState()

- m lobbyState

- + GetNextState()

- m normalWindowController
- m createNormalWindowController

LobbyStateUpdate_Normal

- + OnInitialize()
- + OnExit()
- CreateNormalWindow()
- DestroyNormalWindow()

LobbyStateUpdate_ReturnAction

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

LobbyStateUpdate TrialSession

- m trialSessionWindowController
- m createTrialSessionWindow Controller
- + OnInitialize()
- + OnExit()
- CreateTrialSessionWindow()
- DestoryTrialSessionWindow()

BaseManagementStateUpdate

- m_managementState
- m nextManagementState
- + GetState()
- + GetNextState()

ManagementStateUpdate Result

- m windowController
- m createWindowController
- + OnInitialize()
- + OnExit()

ManagementStateUpdate End

m endImage

OnInitialize()

OnUpdate()

OnExit()

- CreateToUpdateWindow()
- DestoryWindowController()

ManagementStateUpdate _Start

- m_targetImage
- + OnInitialize()
- OnUpdate()
- + OnExit()

ManagementStateUpdate _Update

- OnInitialize()
- OnUpdate()
- OnExit()