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()

BaseManagementStateUpdate

- m_managementState
- m_nextManagementState
- + GetState()
- + GetNextState()

-m_createWindowController-m_windowController

ManagementStateUpdate __Standby

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