MonoBehaviour BaseGameStateUpdate IsEnd m isEnd GetState() + GetNextState() + OnInitialize() + OnUpdate() + OnExit() OnDestroy() SetEnd() -m currentStateUpdate

BaseGameStateUpdateController

- # m currentState
 - m_stateUpdateList
- IsState() +

#

- StartStateUpdate() #
- SetInitializeState()
- SetState() #
- # SetStateUpdate()
- Start()
- ChangeState() InitializeState()
- UpdateState()
- ExitState()
- DestroyState()

LobbyStateUpdateManager

- m_dontDestroyOnLoad
- m lobbyState
- m initilizeStateList
- m initilizeState
- + DeleteInstance()
- # Awake()
- # SetInitializeState()

+instance