## 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() BaseLobbyStateUpdate - m lobbyState -m createWindowController - m\_nextLobbyState -m windowController + GetState() + GetNextState() LobbyStateUpdate\_GoManagement Tutorial + OnInitialize() + OnExit() CreateWindow()

DestoryControllerWindow()