

`std::enable_shared_`
`_from_this< State >`



State

+ State()
+ ~State()
+ on_key_press()
+ on_key_release()
+ update()
+ render()
+ run()



Game_Over_State

- font
- enter_pressed
- background
- selected
- options
- game

+ Game_Over_State()
+ ~Game_Over_State()
+ on_key_press()
+ update()
+ render()