```
std::enable shared
from this < State >
        State
+ State()
+ ~State()
+ on_key_press()
+ on_key_release()
+ update()
+ render()
+ run()
    Menu State
 - font
 - enter pressed

    background

 - selected
 - options
 + Menu State()
 + on key press()
 + update()
 + render()
```