Main loop

Current state → render
Current State → update

States:

- Main Menu
- About
- Help
- Select Adventure
- Gameplay
- New High Score
- View Hall of Fame

State Manager

(states)
...

State* current
bool running

StateManger() +
~StateManger() +
bool running() +
State* Current() +

State

State() +
~State() +
Update() +
Render() +

~State