


al.tonikolaba.gamestate.
GameStateManager.update



```
graph LR; A[al.tonikolaba.gamestate.  
GameStateManager.update] --> B[al.tonikolaba.gamestate.  
BasicState.update]; B --> C[al.tonikolaba.gamestate.  
BasicState.handleInput];
```

al.tonikolaba.gamestate.
BasicState.update

al.tonikolaba.gamestate.
BasicState.handleInput