```
InputHandler
# current command array
+ InputHandler()
+ ~InputHandler()
+ handleInput()
   MenuInputHandler
 game_state
 window
 - menu
 - key escape
 - closed
 - kev down
 - key s
 - key_up
 - key w
 key_space
```

+ handleInput()+ MenuInputHandler()+ ~MenuInputHandler()- handleKevInput()