IGameState

+ virtual ~IGameState
  ()=default
+ virtual void update
  (float &deltaTime)=0
+ virtual void render()=0
+ virtual void handleInput
  (const sf::Event &event)=0

MenuState

- std::vector< std::shared
  _ptr< Button > > buttons
- std::shared_ptr< sf
  ::Font > font
- std::shared_ptr< sf
  ::Text > title
- std::shared_ptr< RenderService
   > render_service_
- std::shared_ptr< AudioService
   > audio_service_
- std::shared_ptr< StateService
   > state_service_
- bool isMainMenu

+ MenuState(const sf
  ::Font &font_, std::
  shared_ptr< RenderService
   > render_service, std::
  shared_ptr< AudioService
   > audio_service, std::shared
  _ptr< StateService > state_service)
+ ~MenuState() override
  =default
+ void update(float &delta
  Time) override
+ void render() override
+ void handleInput(const
   sf::Event &event) override
- void SaveGame()
- void LoadGame()