StateService

- + virtual ~StateService
 - ()=default
- + virtual void pushState (std::unique_ptr< IGameState</p>
- > state)=0 + virtual void popState()=0



StateStack

- std::vector< std::uniqueptr< IGameState > > states
- + void pushState(std
 - ::unique_ptr< IGameState
 > state) override
- + void popState() override
- + bool empty() const
- + const std::vector< std::unique_ptr< IGameState
- > > & getStates() const
- + IGameState * topState () const