StateService

- + virtual ~StateService
- ()=default+ virtual void pushState
 - (std::unique_ptr< IGameState > 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