IGameState

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

CombatState

- + void update(float &delta Time) override
- + void render() override
- + void handleInput(const sf::Event &event) override

GameplayState

- + void update(float &delta Time) override
- + void handleInput(const sf::Event &event) override

MenuState

- std::vector< std::shared _ptr< Button > > buttons
- std::shared_ptr< sf
 ::Font > font
- std::shared_ptr< sf ::Text > title
- std::shared_ptr< RenderServicerender_service_
- std::shared_ptr< AudioServiceaudio_service_
- std::shared_ptr< StateServicestate 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()