**Role**

Each state is layer.

**Normal State**

Needs: Member Sprite, Menu Bar, Tile Map

**Member State**

Needs: Scroll (Button, Member Sprite, Member Property – Level, Type, Name), Menu Bar

**Detail Member State**

Needs: Member Sprite, Member Detail Property – Level, Experience, Type, Name, Skill, Ability, Menu Bar, Next Button, Previous Button

**Building State**

Needs: Tile Map, Building Property, Menu Bar

**Mission State**

Needs: Scroll (Member List – Level, Name, help to Skill // Mission List), Menu Bar, Resource – like Gold, Food, etc.

**Menu Bar information**

* Normal State: Mission, Building, Member
* Member State: Main, Sort
* Detail Member State: Main, Return,

**GuildMemberManager (Singleton)**

Has: Member, Member Layer

Doing: Sort member, Member Return

**MapManager (Singleton)**

Has: Tile Map

Doing: Return Map, Update Map