```
Platform::GameState

# running
# stateScriptPath
# mainScreen

+ Init()
+ Cleanup()
+ Pause()
+ Resume()
+ HandleEvents()
+ Update()
+ Draw()
+ ChangeState()
```

```
Platform::GamePlayer

− imagePath
− moveUp
− moveDown
− moveLeft
− moveRight
− dimensions
− playerSurface
− mainScreen

+ GamePlayer()
+ ~GamePlayer()
+ Init()
+ Draw()
+ Update()
+ SetMoveLeft()
+ SetMoveRight()
+ SetMoveUp()
+ SetMoveDown()
```

```
Platform::GameMap

− layerList
− mapDimensions

+ GameMap()
+ MoveMap()
+ Draw()
```

```
Platform::GameStaticMovementState

− theMap
− thePlayer

+ GameStaticMovementState()
+ ~GameStaticMovementState()
+ Init()
+ Cleanup()
+ HandleEvents()
+ Update()
+ Draw()
```

thePlayer   theMap