```
Platform::GamePlayer
                            - imagePath
                            - moveUp
Platform::GameState
                                                         Platform::GameMap
                            - moveDown
# running

 moveLeft.

                                                         - layerList
# stateScriptPath
                            - moveRight
                                                         - mapScript
                            - dimensions
# mainScreen
                                                         - mapDimensions
                            - playerSurface
                                                         - mainScreen
+ Init()
                            - mainScreen
+ Cleanup()
                                                         + GameMap()
+ Pause()
                            + GamePlayer()
                                                         + ~GameMap()
                            + ~GamePlayer()
+ Resume()
                                                         + Init()
+ HandleEvents()
                                                         + MoveMap()
                            + Init()
+ Update()
                            + Draw()
                                                         + Draw()
+ Draw()
                            + Update()
                                                         + Update()
+ ChangeState()
                            + SetMoveLeft()
                                                         + Cleanup()
                            + SetMoveRight()
                            + SetMoveUp()
                            + SetMoveDown()
                                       thePlayer /theMap
                    Platform::GameStaticMovementState
                     - theMap
                     - thePlayer
                     + GameStaticMovementState()
                     + ~GameStaticMovementState()
                     + Init.()
                     + Cleanup()
                     + HandleEvents()
                     + Update()
                     + Draw()
```