```
Platform::GameState
        # running
        # stateScriptPath
        # mainScreen
        + Init()
        + Cleanup()
        + Pause()
        + Resume()
        + HandleEvents()
        + Update()
        + Draw()
        + ChangeState()
Platform::GameStaticMovementState

    theMap

- thePlayer
+ GameStaticMovementState()
+ ~GameStaticMovementState()
+ Init.()
+ Cleanup()
+ HandleEvents()
```

+ Update() + Draw()