```
GameSt.at.e
   # running
   # stateScriptPath
   + Init()
   + Cleanup()
   + Pause()
   + Resume()
   + HandleEvents()
   + Update()
   + Draw()
   + ChangeState()
 GameNavigationState
# theMap
# thePlayer
+ GameNavigationState()
+ Init.()
+ Cleanup()
+ HandleEvents()
+ Update()
+ Draw()
```

+ MovePlayer()