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

    theMap

    thePlaver

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