GameState

running
stateScriptPath

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

GameMap

− layerStack
− mapDimensions

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

GamePlayer

− imagePath
− dimensions
− playerSurface

+ GamePlayer()
+ ~GamePlayer()
+ Init()
+ Draw()
+ Move()

theMap   thePlayer

GameNavigationState

theMap
thePlayer

+ GameNavigationState()
+ Init()
+ Cleanup()
+ HandleEvents()
+ Update()
+ Draw()
+ MovePlayer()