StateManager

+ StateManager()
+ ~StateManager()
+ addState()
+ changeState()
+ removeLastState()
+ input()
+ update()
+ draw()

#stateManager

State

renderer
screenWidth
screenHeight

+ State()
+ ~State()
+ input()
+ update()
+ draw()

Game

+ Game()
+ ~Game()
+ input()
+ update()
+ draw()