```
StateManager
+ StateManager()
+ ~StateManager()
+ AddState()
+ ChangeState()
+ RemoveLastState()
+ HandleSDLEvents()
+ Update()
+ Draw()
+ getName()
           #stateManager
       State
# renderer
# name
+ State()
+ ~State()
+ HandleSDLEvents()
+ Update()
+ Draw()
+ GetStateName()
     HelpState
+ HelpState()
+ ~HelpState()
+ HandleSDLEvents()
+ Update()
+ Draw()
```