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