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