

GameState



```
graph BT; MainMenu[MainMenu] -.->|m_currentGameState| GameState[GameState];
```

The diagram consists of two rectangular boxes. The top box is white with a thin black border and contains the text 'GameState'. The bottom box is gray with a thin black border and contains the text 'MainMenu'. A dashed purple line connects the two boxes, starting from the bottom of the 'MainMenu' box and ending at the bottom of the 'GameState' box. A solid purple arrowhead points upwards at the end of this line. To the right of the dashed line, between the two boxes, is the text 'm_currentGameState'.

m_currentGameState

MainMenu