```
State

+ virtual ~State()=default
+ virtual State_Action
update(sf::RenderWindow
&window)=0
```

```
Menu_State

# sf::Sprite background
# sf::Text new_game
# sf::Text exit
# sf::Font font
# Menu_Choice choice

+ Menu_State()
+ State_Action update
(sf::RenderWindow &window)
override
# void init_text()
# virtual State_Action
```

sf::Font font
Menu_Choice choice

+ Menu_State()
+ State_Action update
(sf::RenderWindow &window)
override
void init_text()
virtual State_Action
execute_command(Menu
_Choice choice) const
sf::Text create_text
(sf::Font const &font,
std::string const &text,
sf::Vector2f const &position)