## State + virtual ~State()=default + virtual State Action update(sf::RenderWindow &window)=0Menu 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 execute command(Menu Choice choice) const # sf::Text create text (sf::Font const &font. std::string const &text, sf::Vector2f const &position) Game Over State + Game Over State()