ant::AppState

- mStack
- mContext

+ AppState()
+ render()
+ update()
+ handleEvent()
+ ~AppState()
# requestStackPush()
# requestStackPop()
# requestStateClear()
# getContext()

ant::GameOverState

- mText
- font

+ GameOverState()
+ render()
+ update()
+ handleEvent()
- loadConfig()