ant::AppState::Context

+ window
+ assets

+ Context()

-mContext

ant::StateStack

- mStack
- mPendingList
- mFactories

+ StateStack()
+ registerState()
+ registerState()
+ update()
+ render()
+ handleEvent()
+ pushState()
+ popState()
+ clearStates()
+ isEmpty()
+ ~StateStack()
- createState()
- applyPendingChanges()

-mContext

-mStack

ant::AppState

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

ant::Observer

+ Observer()
+ onNotify()
+ ~Observer()

ant::GameState

- win
- assets
- gameEventDispatcher
- level
- eventQueue
- buttons
- currentLevel
- totalLevels
- GameSpeed
- font

+ GameState()
+ render()
+ update()
+ handleEvent()
+ onNotify()
+ ~GameState()
- loadConfig()
- loadGUIConf()