ant::AppState - mStack mContext ant::Observer + AppState() + render() + update() + Observer() + handleEvent() + onNotify() + ~AppState() + ~Observer() # requestStackPush() # requestStackPop() # requestStateClear() # getContext() ant::GameState - win assets - gameEventDispatcher level eventQueue buttons - currentLevel - totalLevels - GameSpeed - font + GameState() + render() + update() + handleEvent() + onNotify() + ~GameState() - loadConfig() - loadGUIConf()