```
ant::AppState::Context
+ window
+ assets
+ Context()
                  -mContext
                        ant::StateStack
                   - mStack
                   - mPendingList
                   - mFactories
                   + StateStack()
                   + registerState()
                   + registerState()
                   + update()
     -mContext
                   + render()
                   + handleEvent()
                   + pushState()
                   + popState()
                   + clearStates()
                   + isEmpty()
                   + ~StateStack()
                   createState()
                   - applyPendingChanges()
                     -mStack
    ant::AppState
+ AppState()
+ render()
+ update()
+ handleEvent()
+ ~AppState()
# requestStackPush()
# requestStackPop()
# requestStateClear()
# getContext()
 ant::GameOverState
 - mText
 - font
 + GameOverState()
 + render()
 + update()
 + handleEvent()
```

loadConfig()