* New tree-style state machine
  + Want to do searching thru nodes in order to transition to new states
  + Want to have parent/child active states in order to have various functionality active at a given time
  + Since state transitions directly reference the target state they want:
    - 1. Get target state and add to a stack
    - 2. While targetState.parent is not null, add that parent to the stack
    - 3. For each item in the stack, activate it!
    - 4. Do the reverse for exiting a given state
* New Input system:
  + Want to switch input systems depending on which state you are in
    - 1. Normal FPS inputs
    - 2. UI panel inputs
  + These inputs should come from the same listener system: GameplayController
  + Need a means of turning on and off different components depending on state
    - There should only be ONE input listener at a time!
      * This will be the lowest ACTIVE child state