## State + State() + ~State() + draw() + update() + handleEvent() + onActivate() + onDestroy() # requestStackPush() # requestStackPop() # requestStateClear() # getContext()

## MultiplayerGameState

- + MultiplayerGameState() + draw()
- + draw() + update()
- + handleEvent()
- + onActivate()
- + onDestroy()
- + disableAllRealtimeActions()