State

_states
_window
_supportedKeys
_keybinds
_quit
_player
_monster
mousePosScreen
mousePosWindow
mousePosView
_font
_textures

+ State()
+ ~State()
+ getQuit()
+ endState()
+ updateMousePosition()
+ updateInput()
+ update()
+ render()
+ toString()
# initKeybinds()
# initFonts()

MainMenuState

+ MainMenuState()
+ ~MainMenuState()
+ show()
+ selectClass()
+ selectRace()
+ updateInput()
+ updateButtons()
+ update()
+ renderButtons()
+ render()