```
State
  states
#
#
  window
  _supportedKeys
#
  keybinds
#
  quit
#
  player
  monster
# mousePosScreen
# mousePosWindow
# mousePosView
# font
  textures
+ State()
+ ~State()
+ getQuit()
+ endState()
+ updateMousePosition()
+ updateInput()
+ update()
+ render()
+ toString()
# initKeybinds()
# initFonts()
      GameState
   + GameState()
   + ~GameState()
   + updateInput()
   + updateScore()
   + updateCombat()
   + update()
   + render()
```