```
State
# keys
# currentLevel
+ State()
+ ~State()
+ onKevPressed()
+ onKeyReleased()
+ updateState()
+ renderState()
+ getKeys()
    MenuState
 # header
  # restart
  # auit
  # font
  + MenuState()
  + updateState()
  + renderState()
 GameOverState
```

+ GameOverState()