```
State
# keys
# currentLevel
+ State()
+ ~State()
+ onKeyPressed()
+ onKevReleased()
+ updateState()
+ renderState()
+ getKeys()
    MenuState
 # header
 # enterText
 # escapeText
 + MenuState()
 + updateState()
 + renderState()
 adjustView()
 initializeKeys()
 initializeText()
 PausMenuState

    currentGameState

+ PausMenuState()
+ updateState()
```