

std::enable_shared _from_this< GameState >

State
keys # currentLevel
+ State() + ~State() + onKeyPressed() + onKeyReleased() + updateState() + renderState() + getKeys()

GameState
- endTimer - endTimerStarted - endTimerText - shipDied - bombsPlaced - totalSites - currentEndTime - dynamicObjects - dynamicAddList - staticObjects - staticAddList
+ GameState() + createObject() + addObject() + addObject() + removeObject() + updateState() + renderState() + setShipDied() + checkTimeOut() + addOneBombPlaced() + getCometSize() + getEndTimerText() + adjustView() - initializeKeys() - initializeText() - initializeIceBlocks() - startUpCollisions() - initializeObjects() - initializeGame() - updateObjectLists() - updateExplosion() - updateDynamicObjects() - collisionsWithStatic() - collisionsWithDynamic() - getShip() - shipLeftComet() - hasWon() - gameOver()

