```
State
# keys
# currentLevel
+ State()
+ ~State()
+ onKevPressed()
+ onKevReleased()
+ updateState()
+ renderState()
+ getKeys()
     MenuState
  # header
  # enterText
  # escapeText
  + MenuState()
  + updateState()
  + renderState()
  - adjustView()
  initializeKevs()

    initializeText()

      WinState
- finalWin
+ WinState()
+ updateState()

    initializeTextLocal()
```