```
State
# keys
# currentLevel
+ State()
+ ~State()
+ onKeyPressed()
+ onKeyReleased()
+ updateState()
+ renderState()
+ getKeys()
    MenuState
 # header
 # enterText
 # escapeText
 + MenuState()
 + updateState()
 + renderState()
 - adjustView()

    initializeKevs()

 initializeText()
 StartMenuState
+ StartMenuState()
```