```
Sekander::State
  + Init()
  + HandleInput()
  + Update()
   + Draw()
Sekander::GameState
  data
 background
 clock

    event

 xml DOC
 is paused
  un pause
- m pause text
- m p text
and 39 more...
- counter
+ GameState()
+ GameState()
+ GameState()
+ GameState()
+ GameState()
+ GameState()
+ Init()
+ HandleInput()
+ Update()
+ Draw()
+ send data()
+ receive data()
```