Sekander::State

+ Init()
+ HandleInput()
+ Update()
+ Draw()

Sekander::GameOverState

+ socket
- _data
- _clock
- _background
- _gameOverTitle
- _gameOverContainer
- _retryButton
- _scoreText
- _highScoreText
- _score
- _highScore
and 12 more...

+ GameOverState()
+ GameOverState()
+ GameOverState()
+ Init()
+ HandleInput()
+ Update()
+ Draw()
+ Conncet()