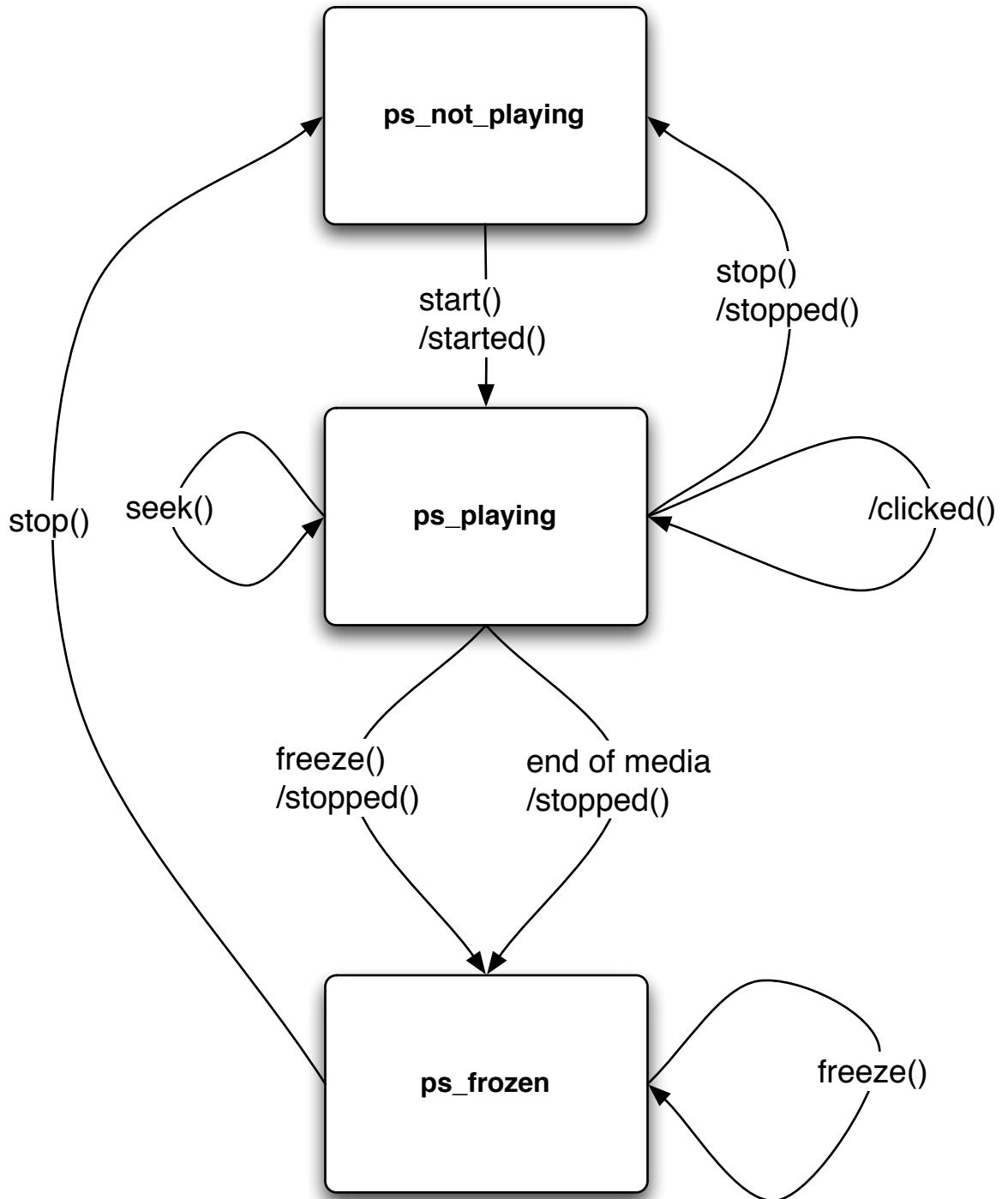


playable state diagram



Notes:

1. `freeze()` is not implemented, maybe it is not needed?
2. `pause()` and `resume()` behavior is not modeled here