```
GameState
     + game
     + draw()
     + update()
      + handleInput()
           Play
+ updatePowerUps()
+ draw()
+ CollisionManager()
+ updateCamera()
+ increaseRound()
+ increaseScore()
+ wrapAround()
+ update()
+ activateGameOverState()
+ handleInput()
+ checkHealth()
+ ~Play()
+ updateRounds()
+ Play()
```