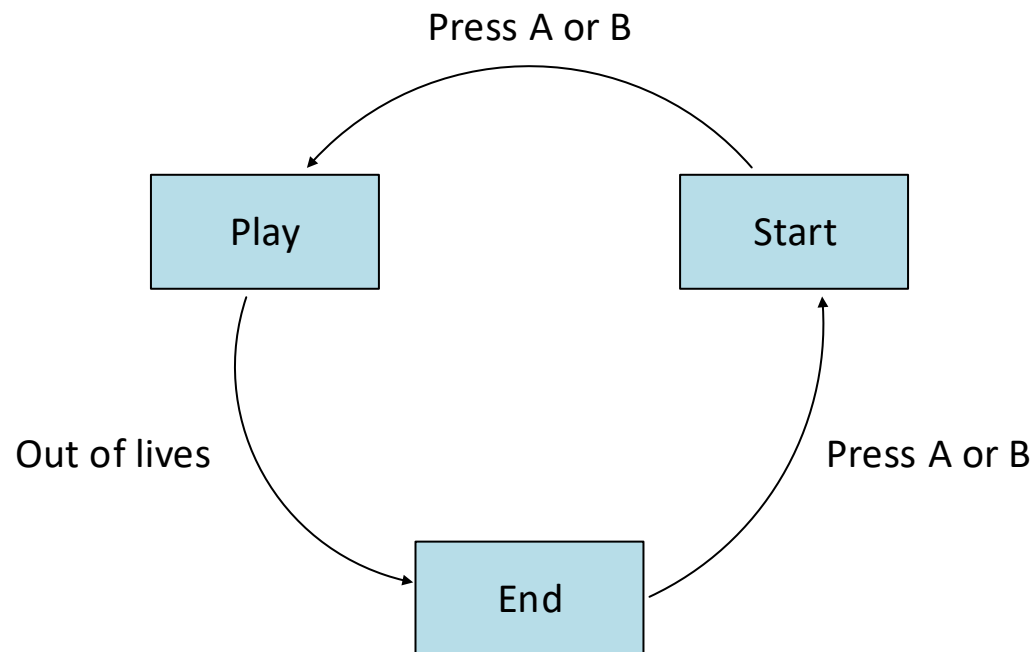
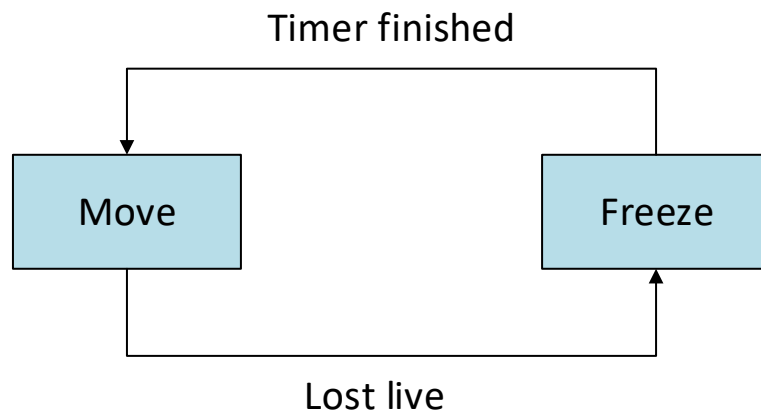


GameEngine States



Player States (inside GameEngine.play)



Ball States (inside GameEngine.play)

