	MainMenuState	PlayState	PauseState	WinState	GameOverState	RecordsState	SettingsState
__init__()	Load main title, main menu options, and background image. Set window title to main title.	Load player, enemies, obstacles, backgrounds, etc.	Load pause menu options.	Load win screen message and menu options.	Load game over screen message and menu options.	Load leaderboard, header text, and "Back" button.	Load game settings, menu options, and "Back" button.
enter()	Do nothing.	Get data for current level, set player to starting position, load enemies and obstacles into their respective groups.	Do nothing.	Increment current level counter.	Do nothing.	Get array of high scores.	Get current player settings.
update()	Wait for player to select an item from the main menu. Highlight menu items if the cursor is hovering over them.	Update player, enemies, obstacles, etc.	Wait for player to resume the game, go to settings, or exit the game. Highlight menu items if the cursor is hovering over them.	Wait for player to choose to proceed to the next level or exit the game.	Wait for player to choose to start the level over or exit the game.	Wait for player to choose to go back to the main menu.	Wait for player to select game settings. Highlight menu options when the cursor is hovering over them.
draw()	Draw background, game title, and menu options.	Draw background, planets, player, enemies, and obstacles.	Draw background, planets, player, enemies, obstacles, and pause menu options.	Draw win screen message and menu options.	Draw game over screen message and menu options.	Draw header text, high scores, and "Back" button.	Draw header text, settings menu options, and "Back" button.
leave()	Do nothing.	Remove enemies and obstacles from their respective groups.	Do nothing.	Do nothing.	Do nothing.	Remove high scores from array.	Adjust game settings according to user selections.