HeadBall::State

+ init()
+ handleInput()
+ update()
+ draw()
+ pause()
+ resume()

HeadBall::GameState

- _data
- _timeText
- _p1Score
- _p2Score
- _scoreTime
- _world
- _ground
- _leftUpHill
- _rightUpHill
- _wall
- _leftPost
- _rightPost
- _p1
- _p2
- _ball
- _isPaused
- _isSecondHalf
- _pauseBtn
- _btnClickSfx
- _crowdCheerSfx
- _longWhistleSfx
- _shortWhistleSfx
- _p1MoveCounter
- _p2MoveCounter

+ GameState()
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