```
HeadBall::State
  + init()
  + handleInput()
  + update()
  + draw()
  + pause()
  + resume()
  + animate()
   + ~State()
HeadBall::AboutState
  data
  background
  backBtn
  exitBtn
  btnClickSfx
  text
+ AboutState()
+ init()
+ handleInput()
+ update()
+ draw()
```