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