```
HeadBall::State
 + init()
 + handleInput()
 + update()
 + draw()
 + pause()
 + resume()
 + animate()
 + ~State()
HeadBall::HalfTime
 data
 _scoreTime
 score
 theme
 _btnClickSfx
 background
 resumeBtn
+ HalfTime()
+ init()
+ handleInput()
+ update()
+ draw()
```