HeadBall::State

+ init()
+ handleInput()
+ update()
+ draw()
+ pause()
+ resume()
+ animate()
+ ~State()

HeadBall::SplashScreen

- _data
- _backgroundSprite
- _logoSprite
- _animationCounter
- _spriteCounter

+ SplashScreen()
+ init()
+ handleInput()
+ update()
+ draw()