```
HeadBall::State
   + init()
   + handleInput()
   + update()
   + draw()
   + pause()
   + resume()
HeadBall::PausedState
  data
 background
 resumeBtn
 instructionsBtn
 exitBtn
 _btnClickSfx
 theme
+ PausedState()
+ init()
+ handleInput()
+ update()
+ draw()
```