## HeadBall::State

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

## HeadBall::GameState

- _data
- _timeText
- _p1Score
- _p2Score
- _scoreTime
- _world
- _ground
- _leftUpHill
- _rightUpHill
- _wall
- _leftPost
- _rightPost
- _p1
- _p2
- _ball
- _isPaused
- _isSecondHalf
- _pauseBtn
- _crowdCheerSfx
- _btnClickSfx
- _longWhistleSfx
- _shortWhistleSfx
- _playerKickSfx
- _p1MoveCounter
- _p2MoveCounter

+ GameState()
+ init()
+ handleInput()
+ update()
+ draw()
+ pause()
+ resume()
+ animate()
+ kick()