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

\_instructionsText

+ InstructionsState()

+ displayInstructions()

+ handleInput() + update() + draw()

- 55

+ init()