```
HeadBall::State
  + init()
  + handleInput()
  + update()
  + draw()
  + pause()
  + resume()
  + animate()
  + ~State()
HeadBall::GoalState
  data
  scoreTime
 crowdCheerOnGoal
 background
  isSecondHalf
  animationCounter
+ GoalState()
+ init()
+ handleInput()
+ update()
+ draw()
```