HeadBall::State

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

HeadBall::MenuScreen

- _data
- _scoreTime
- _background
- _playBtn
- _instructionsBtn
- _aboutBtn
- _exitBtn
- _theme
- _text
- _btnClickSfx

+ MenuScreen()
+ init()
+ handleInput()
+ update()
+ draw()