```
TextField
- r
- t

    timeout

    visible

- x
- y
+ TextField()
+ draw()
+ hide()
+ show()
+ setTimeout()
+ ~TextField()
        -failed to hit band
          -foul message
              -Player1
           -Player2wins
         -failed to hit ball
              -Player2
           -Player1wins
           -ball in hand
              -stripes1
              -stripes2
    Game
```

- running - lastLoop - window - r - table - ball_textures - cue - power_background - power_foreground - player_one_turn and 19 more... + Game() + run()

+ ~Game()
- loadTexture()
- render()

handle events()