```
State
+ Init()
+ Input()
+ SoundUpdate()
+ Update()
+ Render()
+ DeleteData()
  SplashState
  data
timer
- delay
- jump delay
- counter

    platform delay

- X
- y
- x cam
y cam
z cam
- r_ cam

    z scale

+ SplashState()
+ Init()
+ Input()
+ Update()
+ Render()
+ SoundUpdate()
+ DeleteData()
+ ~SplashState()
```