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()