```
State
  + Init()
  + Input()
  + SoundUpdate()
  + Update()
  + Render()
  + DeleteData()
  GameOverState
 data
x cam
y cam
z cam
- r cam
- z scale
+ GameOverState()
+ Init()
+ Input()
+ Update()
+ Render()
+ SoundUpdate()
+ DeleteData()
```

+ ~GameOverState()