```
State
  + Init()
  + Input()
  + SoundUpdate()
  + Update()
  + Render()
  + DeleteData()
   GamePlayState
 data
- X
x cam
y_cam
- z_cam
- r cam

    z scale

- delay

    jump_delay
and 17 more...

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