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

+ DeleteData() + ~MainMenuState()