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

    data

- x cam
- y_cam
- z_cam
- r cam
- z scale
- delay
- jump_delay
and 22 more...
+ GamePlayState()
+ Init()
+ Input()
+ Update()
+ Render()
+ SoundUpdate()
+ DeleteData()
+ ~GamePlayState()
```