```
State
+ Init()
+ Input()
+ Update()
+ Render()
+ DeleteData()
  SplashState
_data
- X
- y
- x cam
- y_cam
z cam
- r cam
- z scale
+ SplashState()
+ Init()
+ Input()
+ Update()
+ Render()
+ DeleteData()
- ~SplashState()
```