```
+--------------------------------+
|            State               |
+--------------------------------+
|                                |
+--------------------------------+
| + Init()                       |
| + Input()                      |
| + Update()                     |
| + Render()                     |
| + DeleteData()                 |
+--------------------------------+
                △
                │
+--------------------------------+
|        GamePlayState           |
+--------------------------------+
| - _data                        |
| - x                            |
| - y                            |
| - x_cam                        |
| - y_cam                        |
| - z_cam                        |
| - r_cam                        |
| - z_scale                      |
| - temp_matrix                  |
+--------------------------------+
| + GamePlayState()              |
| + Init()                       |
| + Input()                      |
| + Update()                     |
| + Render()                     |
| + DeleteData()                 |
| - ~GamePlayState()             |
+--------------------------------+
```