

## Arcade::Game::ISceneManager

```
+ virtual ~ISceneManager  
()=default  
+ virtual void registerScene  
(const std::string &sceneName,  
  std::unique_ptr< IScene > scene)=0  
+ virtual std::unique  
_ptr< IScene > & getCurrent  
Scene()=0  
+ virtual void changeScene  
(const std::string &sceneName)=0
```