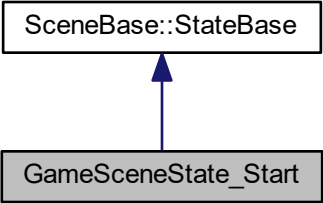


SceneBase::StateBase



```
classDiagram
    class SceneBase_StateBase["SceneBase::StateBase"]
    class GameSceneState_Start
    GameSceneState_Start --|> SceneBase_StateBase
```

GameSceneState_Start