

engine::Game::loadScene

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graph LR; A[engine::Game::loadScene] --> B[engine::Scene::getHuds]; A --> C[engine::Scene::getObjects];
```

A diagram illustrating a function call. A gray box on the left contains the text 'engine::Game::loadScene'. Two blue arrows originate from the right side of this box. The top arrow points to a white box on the right containing 'engine::Scene::getHuds'. The bottom arrow points to another white box on the right containing 'engine::Scene::getObjects'.

engine::Scene::getHuds

engine::Scene::getObjects