


engine::Game::registerScene



```
graph LR; A[engine::Game::registerScene] --> B[engine::Scene::getName]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is dark gray and contains the text 'engine::Game::registerScene'. The right box is white with a black border and contains the text 'engine::Scene::getName'. A blue arrow points from the right side of the left box to the left side of the right box.

engine::Scene::getName