

SceneLoader::LoadScene



```
graph LR; A[SceneLoader::LoadScene] --> B[SceneLoader::LoadSprites];
```

A diagram showing a call from SceneLoader::LoadScene to SceneLoader::LoadSprites. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

SceneLoader::LoadSprites