

```
magica_rogue::MRSceneManager
```

```
# std::stack< std::unique_ptr  
  < MRSceneInterface > > m_scenes
```

```
+ MRSceneManager()
```

```
+ virtual ~MRSceneManager()
```

```
+ virtual void Push(std::unique  
  _ptr< MRSceneInterface > &&scene,  
  bool isStackClear=false)=0
```

```
+ virtual void Pop()=0
```

```
+ void Update()
```

```
+ void Render() const
```

```
# void _Reset()
```