

SceneManager::Instance



```
graph LR; A[SceneManager::Instance] --> B[SceneManager::SceneManager]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SceneManager::Instance'. The right box is white and contains the text 'SceneManager::SceneManager'. A blue arrow points from the right side of the gray box to the left side of the white box.

SceneManager::SceneManager