

Game::Game

MainMenuScene::MainMenuScene

Game::pushScene

```
graph LR; A[Game::Game] --> C[Game::pushScene]; B[MainMenuScene::MainMenuScene] --> C;
```

The diagram illustrates a relationship between two classes and a common method. On the left, there are two class boxes: 'Game::Game' at the top and 'MainMenuScene::MainMenuScene' at the bottom. On the right, there is a method box labeled 'Game::pushScene'. Two blue arrows originate from the right side of the 'Game::Game' box and the right side of the 'MainMenuScene::MainMenuScene' box, both pointing towards the 'Game::pushScene' box. The 'Game::pushScene' box is shaded gray, while the class boxes are white with black borders.