Scene Structure

```
                              scene_level ———————> Scene _ game ————
Scene_menu  ┌─                                                        |
            ├── Scene _ settings ——> return to menu                   |
            │                                                         |
            ├── Scene _ about ———————> ↗                              |
            │                          ↑                              |
            ├── Scene _ highscore ——————┘      ◁————————————————————
            │
            └─> quit ——> exit()
```