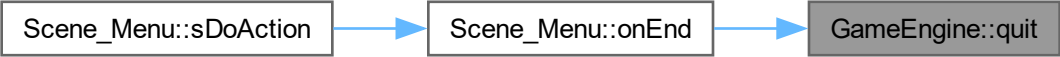


Scene_Menu::sDoAction



```
graph LR; A[Scene_Menu::sDoAction] --> B[Scene_Menu::onEnd]; B --> C[GameEngine::quit];
```

A flowchart illustrating a sequence of three actions. The first action, 'Scene_Menu::sDoAction', is contained in a white rectangular box with a black border. A blue arrow points from this box to the second action, 'Scene_Menu::onEnd', which is also in a white rectangular box with a black border. Another blue arrow points from the second box to the third action, 'GameEngine::quit', which is contained in a gray rectangular box with a black border. The boxes are arranged horizontally from left to right.

Scene_Menu::onEnd

GameEngine::quit