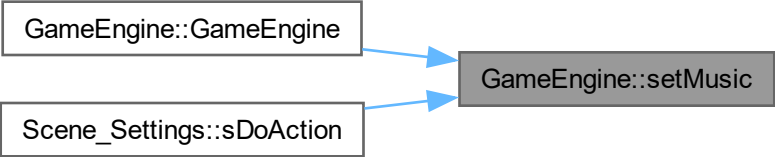


GameEngine::GameEngine

Scene\_Settings::sDoAction

GameEngine::setMusic



```
graph LR; A[GameEngine::GameEngine] --> C[GameEngine::setMusic]; B[Scene_Settings::sDoAction] --> C;
```