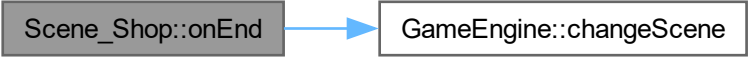


Scene_Shop::onEnd



```
graph LR; A[Scene_Shop::onEnd] --> B[GameEngine::changeScene]
```

A diagram showing a call from Scene_Shop::onEnd to GameEngine::changeScene. The first box is gray and the second is white, connected by a blue arrow.

GameEngine::changeScene