

Scene\_Play::replay

```
graph LR; A[Scene_Play::replay] --> B[GameEngine::changeScene]; A --> C[GameEngine::setHighestScore];
```

The diagram illustrates a function call from `Scene_Play::replay` to two methods of the `GameEngine` class. The `Scene_Play::replay` node is a grey rectangle on the left. Two blue arrows originate from its right side, pointing to two white rectangular nodes on the right. The top node is labeled `GameEngine::changeScene` and the bottom node is labeled `GameEngine::setHighestScore`.

GameEngine::changeScene

GameEngine::setHighestScore