


Scene_Play::sDoAction



```
graph LR; A[Scene_Play::sDoAction] --> B[Scene_Play::onEnd];
```

A diagram showing a call from Scene_Play::sDoAction to Scene_Play::onEnd. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

Scene_Play::onEnd