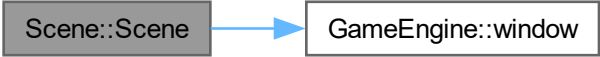


Scene::Scene



```
graph LR; A[Scene::Scene] --> B[GameEngine::window]
```

A diagram showing a dependency from `Scene::Scene` to `GameEngine::window`. The `Scene::Scene` box is gray, and the `GameEngine::window` box is white. A blue arrow points from the gray box to the white box.

GameEngine::window