

scenes::gameplayScene
::GameplayScene::onEnter

scenes::gameplayScene
::GameplayScene::update

scenes::gameplayScene
::GameplayScene::rebuildLayout

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graph LR; A[scenes::gameplayScene::GameplayScene::onEnter] --> C[scenes::gameplayScene::GameplayScene::rebuildLayout]; B[scenes::gameplayScene::GameplayScene::update] --> C;
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The diagram illustrates a dependency or call relationship. Two source functions, 'scenes::gameplayScene::GameplayScene::onEnter' and 'scenes::gameplayScene::GameplayScene::update', are shown in white boxes on the left. Blue arrows point from each of these source functions to a single target function, 'scenes::gameplayScene::GameplayScene::rebuildLayout', which is shown in a gray box on the right.