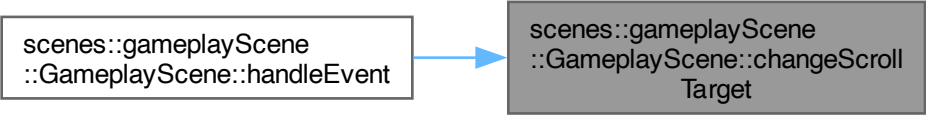


```
scenes::gameplayScene  
::GameplayScene::handleEvent
```



A diagram showing a call from a white box on the left to a grey box on the right. A blue arrow points from the right side of the white box to the left side of the grey box. The white box contains the text 'scenes::gameplayScene' and '::GameplayScene::handleEvent'. The grey box contains the text 'scenes::gameplayScene', '::GameplayScene::changeScroll', and 'Target'.

```
scenes::gameplayScene  
::GameplayScene::changeScroll  
Target
```