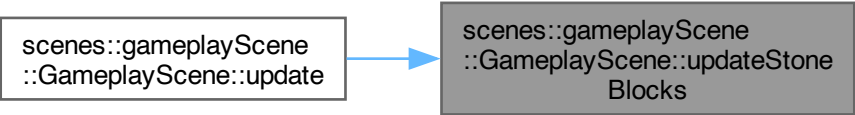


```
scenes::gameplayScene  
::GameplayScene::update
```



A diagram illustrating a function call. A white rectangular box on the left contains the text 'scenes::gameplayScene' followed by '::GameplayScene::update' on the next line. A blue arrow points from the right side of this box to a gray rectangular box on the right. The gray box contains the text 'scenes::gameplayScene' followed by '::GameplayScene::updateStone' on the next line, and 'Blocks' on the third line.

```
scenes::gameplayScene  
::GameplayScene::updateStone  
Blocks
```