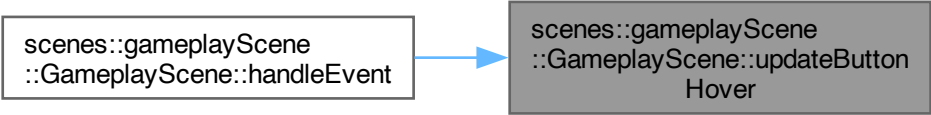


```
scenes::gameplayScene  
::GameplayScene::handleEvent
```



```
graph LR; A[scenes::gameplayScene::GameplayScene::handleEvent] --> B[scenes::gameplayScene::GameplayScene::updateButtonHover];
```

A diagram showing a call from the `handleEvent` method of the `scenes::gameplayScene::GameplayScene` class to the `updateButtonHover` method of the same class. The source box is white with a black border, and the target box is gray with a black border. A blue arrow points from the source to the target.

```
scenes::gameplayScene  
::GameplayScene::updateButton  
Hover
```