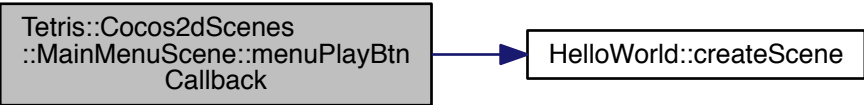


Tetris::Cocos2dScenes
::MainMenuScene::menuPlayBtn
Callback



```
graph LR; A[Tetris::Cocos2dScenes::MainMenuScene::menuPlayBtn Callback] --> B[HelloWorld::createScene]
```

HelloWorld::createScene