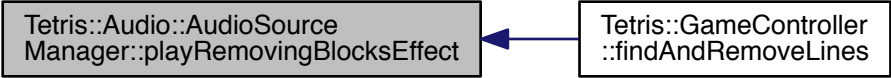


Tetris::Audio::AudioSource
Manager::playRemovingBlocksEffect



```
graph LR; A[Tetris::GameController::findAndRemoveLines] --> B[Tetris::Audio::AudioSourceManager::playRemovingBlocksEffect];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Tetris::Audio::AudioSource' and 'Manager::playRemovingBlocksEffect' on two lines. The box on the right is white and contains the text 'Tetris::GameController' and '::findAndRemoveLines' on two lines. A dark blue arrow points from the right box to the left box, indicating a call or interaction.

Tetris::GameController
::findAndRemoveLines