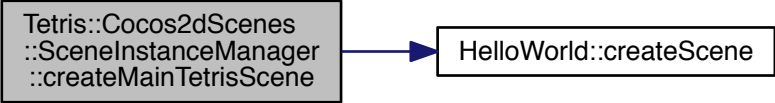


Tetris::Cocos2dScenes  
::SceneInstanceManager  
::createMainTetrisScene



```
graph LR; A["Tetris::Cocos2dScenes  
::SceneInstanceManager  
::createMainTetrisScene"] --> B["HelloWorld::createScene"]
```

HelloWorld::createScene