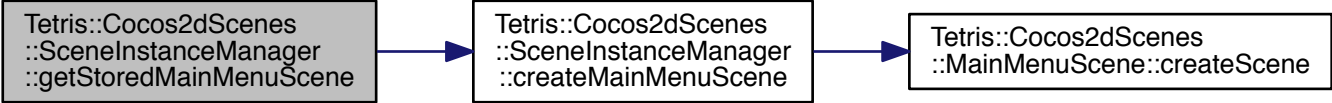


Tetris::Cocos2dScenes
::SceneInstanceManager
::getStoredMainMenuScene



```
graph LR; A[Tetris::Cocos2dScenes::SceneInstanceManager::getStoredMainMenuScene] --> B[Tetris::Cocos2dScenes::SceneInstanceManager::createMainMenuScene]; B --> C[Tetris::Cocos2dScenes::MainMenuScene::createScene];
```

The diagram illustrates a three-step process for creating a main menu scene. It consists of three rectangular boxes connected by blue arrows pointing from left to right. The first box on the left has a light gray background and contains the text 'Tetris::Cocos2dScenes', '::SceneInstanceManager', and '::getStoredMainMenuScene'. A blue arrow points from the right side of this box to the left side of the second box. The second box in the middle has a white background and contains the text 'Tetris::Cocos2dScenes', '::SceneInstanceManager', and '::createMainMenuScene'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box on the right has a white background and contains the text 'Tetris::Cocos2dScenes', '::MainMenuScene::createScene'.

Tetris::Cocos2dScenes
::SceneInstanceManager
::createMainMenuScene

Tetris::Cocos2dScenes
::MainMenuScene::createScene