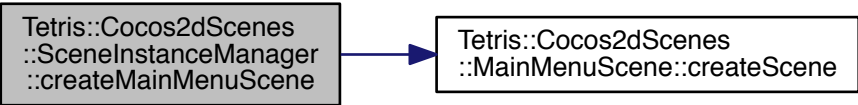


Tetris::Cocos2dScenes
::SceneInstanceManager
::createMainMenuScene



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

Tetris::Cocos2dScenes
::MainMenuScene::createScene