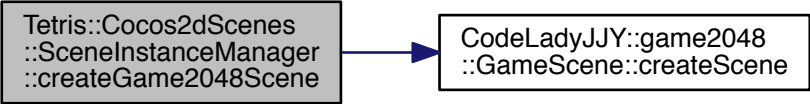


Tetris::Cocos2dScenes
::SceneInstanceManager
::createGame2048Scene



```
graph LR; A["Tetris::Cocos2dScenes  
::SceneInstanceManager  
::createGame2048Scene"] --> B["CodeLadyJJY::game2048  
::GameScene::createScene"]
```

CodeLadyJJY::game2048
::GameScene::createScene