

GameEngine::GameEngine



```
graph LR; A[GameEngine::GameEngine] --> B[GameEngine::changeScene]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'GameEngine::GameEngine'. The right box is white with a thin gray border and contains the text 'GameEngine::changeScene'. The blue arrow points from the right side of the left box to the left side of the right box, indicating a call or relationship between the two.

GameEngine::changeScene