

The game programmer must add her/his ConcreteScene(s) to the SceneManager, after

The first Scene of the game, is the Scene which is

The next Scene can be loaded using a Script. The Script can call load_scene() to load a new Scene. The next Scene is loaded (and the previous one is

creating the ConcreteScene.

firstly added to the SceneManager.

deleted), at the end of the frame.