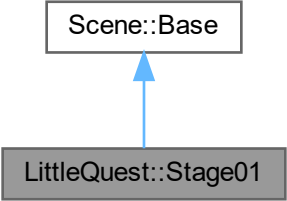


Scene::Base



```
graph BT; A[LittleQuest::GameTitleScene] --> B[Scene::Base];
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "Scene::Base". Below it is a gray rectangular box with a black border containing the text "LittleQuest::GameTitleScene". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "LittleQuest::GameTitleScene" inherits from "Scene::Base".

LittleQuest::GameTitleScene