

```
#pragma once

#include "SceneBase.h"
#include "../Object/RankingData.h"

class RankingDispScene : public SceneBase
{
private:

private:
    int background_image; // 背景画像
    RankingData* ranking; // ランキング情報

public:
    RankingDispScene();
    virtual ~RankingDispScene();

    virtual void Initialize() override;
    virtual eSceneType Update() override;
    virtual void Draw() const override;
    virtual void Finalize() override;

    virtual eSceneType GetNowScene() const override;
};
```