

## Server.Game.GameMasterCoinche

- + GameMasterCoinche()
- + generateCards()
- + distribute()
- + shuffleCards()
- + playCardOnTable()
- + turnOver()
- + putCardsInPack()
- + prepareNextRound()
- + getTable()
- + getGameInfos()
- + startGame()
- + resetAll()
- + getCards()