

Server.ServerConnexion.Room

- + Room()
- + attributeTeam()
- + addClient()
- + tryRemoveClient()
- + getClients()
- + getClient()
- + howManyClients()
- + sendAllMessage()
- + sendToRoom()
- + getId()
- + getRoomInfos()
- + getServer()
- + isEveryoneReady()
- + getClientFromId()
- + redistribute()
- + getGMCoinche()
- ~ updateGameOver()