```
IMessage
    + ~IMessage()
    + getType()
    + serialize()
    + deserialize()
    MessageBase
   # type
   + MessageBase()
   + getType()
   + serialize()
   + deserialize()
 PlayerInputMessage
+ inputFlags
+ timestamp
+ PlayerInputMessage()
+ serialize()
+ deserialize()
+ getSequenceId()
```

+ getFlags()