## **IGameLogic**

- + ~IGameLogic()
- + initialize()+ update()
  - · update()
- + handleMessage()+ onClientConnected()
- + onClientDisconnected()



## RTypeGameLogic

- + RTypeGameLogic()
  - + initialize()
  - + update()
  - + handleMessage()
  - + onClientConnected()
  - + onClientDisconnected()