```
                              ┌─────────────────────┐
                              │      IMessage       │
                              ├─────────────────────┤
                              │                     │
                              ├─────────────────────┤
                              │ + ~IMessage()       │
                              │ + getType()         │
                              │ + serialize()       │
                              │ + deserialize()     │
                              └─────────────────────┘
                                        △
                                        │
                              ┌─────────────────────┐
                              │     MessageBase     │
                              ├─────────────────────┤
                              │ # type_             │
                              ├─────────────────────┤
                              │ + MessageBase()     │
                              │ + getType()         │
                              │ + serialize()       │
                              │ + deserialize()     │
                              └─────────────────────┘
```

IMessage

- + ~IMessage()
- + getType()
- + serialize()
- + deserialize()

MessageBase

type_

- + MessageBase()
- + getType()
- + serialize()
- + deserialize()

AcknowledgmentMessage

- + acknowledgedSequenceId
- + AcknowledgmentMessage()
- + serialize()
- + deserialize()
- + getSequenceId()
- + getFlags()

ClientHelloMessage

- + clientName
- + ClientHelloMessage()
- + serialize()
- + deserialize()
- + getSequenceId()
- + getFlags()

GameStateUpdateMessage

- + entityStates
- + GameStateUpdateMessage()
- + serialize()
- + deserialize()
- + getSequenceId()
- + getFlags()

PlayerInputMessage

- + inputFlags
- + timestamp
- + PlayerInputMessage()
- + serialize()
- + deserialize()
- + getSequenceId()
- + getFlags()

ServerWelcomeMessage

- + clientId
- + ServerWelcomeMessage()
- + serialize()
- + deserialize()
- + getSequenceId()
- + getFlags()