```
View
   # window
   # renderer
   + View()
    + ~View()
   Multiplayer
  window
 renderer
 close
 address
 client
 peer
 event
 gameData
 eventStatus
 connected
 running

    results

    connectID

+ Multiplayer()
+ ~Multiplayer()
+ Setup()
+ Run()
```

pollSDLEvent()connect()

handleServer()
clientToGame()
gameEndMenu()