GameServer

+\_ReceivingProcess : GameReceive +server : IPEndPoint +tcpClient : Dictionary<int, TCPClient> +gameList : List<Game>

+gameList : List-claime>

+ExecuteBasedOnType()

+ConnectGameServerResponse(byte [], IPEndPoint refEp)

+SendCard(playerId : int, hand : List-CardTypes>)

+SelectCardResponse(bytes : byte [])

+TCPReceive()



