```
bool
             + debug
      ServerRoom
+ ServerRoom()
+ ~ServerRoom()
+ addUser()
+ removeUser()
+ getNbUsers()
+ getPlayersName()
+ isPlayerInRoom()
+ startThread()
+ broadCastUdp()
+ getPlayerFromId()
+ isEveryoneReady()
+ isGameStarted()
+ getId()
+ createEntityResponse()
+ updateEntity()
+ collideBidos()
+ EntityAsShoot()
+ resetTimers()
+ playGame()
+ updateLoop()
+ updatePlayers()
+ createPlayers()
```