TheTraitor::Player

+ Player(std::string
  name, Country *country)

+ Player(std::string
  name, Country *country,
  int avatarID)

+ Player()

+ void setName(std::string
  name)

+ std::string getName
  () const

+ void setCountry(Country
  *country)

+ Country * getCountry
  () const

+ void setRole(Role *role)

+ Role * getRole() const

+ void setSocket(sf::
  TcpSocket *socket)

+ sf::TcpSocket * getSocket
  () const

+ int getPlayerID() const

+ void updatePlayer()

+ void updateCountryStat
  (CountryStatType stat,
  int value)

+ void setAvatarID(int id)

+ int getAvatarID() const

+ void setPlayerID(int id)