main →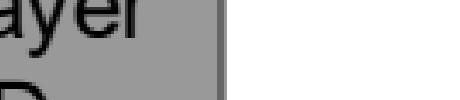 TheTraitor::GameManager::run → TheTraitor::GameHost::establishConnectionWithClients → TheTraitor::Player::getPlayerID