TheTraitor::GameHost

+ GameHost()

+ void establishConnection
  WithClients(GlobalGameState
  &state)

+ void receivePacket
  (sf::TcpSocket *socket)

+ void sendPacket(sf
  ::TcpSocket *socket,
   sf::Packet &packet)

+ void setIpAndPort(sf
  ::IpAddress ip, unsigned
   short port)