

RoomClient

- m_hostID
- m_userName
- m_redTeam
- m_isReady
- m_isHost
- m_isGameScene
- m_pos
- m_hp
- m_oxy
- m_state
- m_deathCount
- m_killCount
- m_assistCount
- m_assistCheck

- + RoomClient()
- + SetTeamColor()
- + SetReady()
- + SetHost()
- + SetGameScene()
- + SetAssistCount()
- + SetKillCount()
- + SetDeathCount()
- + GetDeathCount()
- + GetKillCount()

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