GameRoom

- m_limitPlayerCount
- m_currentPlayerCount
- m_gameMode
- m_teamMode
- m_isGameRunning
- m_clientMap

+ GameRoom()
+ GetClientMap()
+ SetPlayerLimitCount()
+ GetPlayerLimitCount()
+ SetGameMode()
+ SetTeamMode()
+ GetTeamMode()
+ GetGameMode()
+ ClearRoom()
+ NewClientConnect()
　　　 12　 …