```
Serializer
# objectId
# messageCode
# objectType
# serialized
+ Serializer()
+ Serializer()
+ Serializer()
+ ~Serializer()
+ getSerialized()
+ getObjectId()
+ getMessageCode()
+ getMessageLength()
+ getObjectType()
+ setDispatchAll()
+ setDispatchClient()
+ getDispatchAll()
+ getDispatchClientID()
# serialize()
```



EndGameSerializer