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

+ EnteredBossChamberSerializer() + ~EnteredBossChamberSerializer()

+ serialize()