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

+ ConnectedPlayerSerializer() + ~ConnectedPlayerSerializer()

+ serialize()