Server
(from Server)

Q_OBJECT
QHostAddress multicastGroup
QUdpSocket *multicast
QTcpServer *msg_server
bool running
QFile *log
- int rdyCounter
- std::vector<bool> player_alive
- QList<QTcpSocket*> messengers
- static Server* server_

+ void operator=(const Server&)
+ Server(Server &other)
+ static Server* GetInstance()
+$ void acceptConnection()
+$ void startRead()
+$ void startGame()
+$ void handleMessage()
+$ void handleDisconnect()
- Server(QObject * parent = 0)
- ~Server()