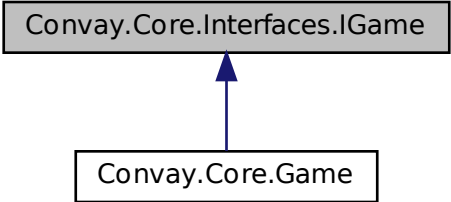


Convay.Core.Interfaces.IGame



```
graph BT; A[Convay.Core.Game] --> B[Convay.Core.Interfaces.IGame];
```

Convay.Core.Game