Katherine Haldane & Jared Lerner

[ServiceBehavior(InstanceContextMode = InstanceContextMode.Single)]  
The instance context mode selected is single. We chose single because we wanted to reuse the same instance for all the calls. This made it possible to use data from callbacks in the PlayerLobby, the MainWindow, and the EndGame window without recreating the channel. Single manages our resources adequately since the garbage collection isn't collected without a service restart.

