

GameClient.Services.IGame Service

- + Task< LoginResponse
> LoginAsync(LoginRequest
request)
- + Task< MoveResponse
> MoveAsync(MoveRequest
request)
- + Task< GetMatchResponse
> GetMatchAsync(GetMatchRequest
request)
- + Task< GetMyMatchesResponse
> GetMyMatchesAsync(GetMyMatches
Request request)
- + Task< CreateMatchResponse
> CreateMatchAsync(CreateMatch
Request request)
- + Task< GetGamesResponse
> GetGamesAsync(GetGamesRequest
request)
- + Task< GetAccountResponse
> GetAccountAsync(GetAccountRequest
request)
- + Task< GetAccountsResponse
> GetAccountsAsync(GetAccounts
Request request)
- + Task< AddParticipantResponse
> AddParticipantAsync(AddParticipant
Request request)
- + Task< GetParticipantsResponse
> GetParticipantsAsync(GetParticipants
Request request)
- + Task< GetPendingResponse
> GetPendingAsync(GetPendingRequest
request)
- + Task< DecidePendingResponse
> DecidePendingAsync(DecidePending
Request request)
- + Task< UpdateAccountResponse
> UpdateAccountAsync(UpdateAccount
Request request)
- + Task< GetScoreSumsResponse
> GetScoreSumsAsync(GetScoreSums
Request req)
- + Task< GetMatchHistoryResponse
> GetMatchHistoryAsync(GetMatch
HistoryRequest req)
- + Task< ImpatientWinResponse
> ImpatientWinAsync(ImpatientWin
Request req)