

GameClient.DTO.Match

- + const int STATUS_NONE
 - + const int STATUS_PENDING
 - + const int STATUS_ONGOING
 - + const int STATUS_FINISHED
 - + required int MatchId
 - + required int Status
 - + required String Data
 - + required int OwnerId
 - + required int GameId
 - + required DateTime CreatedOn
 - + DateTime? StartedOn
 - + DateTime? LastMoveOn
 - + int? NextAccountId
 - + List< Participant >
Participants
 - + Account Owner
 - + Game Game
-
- + string StatusName()
 - + string StatusDisplayName()
 - + override string ToString()