

GameClient.Tests.GameClientTest

- + GameClientTest()
- + async Task Test_Login()
- + async Task Test_register()
- + void Test_GetGames()
- + void Test_CreateMatch_GetMatch()
- + void Test_CreateMatch_GameNotFound()
- + async Task Test_GetMyMatches()
- + async Task Test_AddParticipant_GetParticipants()
- + void Test_GetAccount()
- + void Test_GetNonExistentAccount()
- + void Test_GetAccounts()
- + void Test_UpdateAccount()