GameClient.DTO.Participant

+ const int STATUS_NONE
+ const int STATUS_PENDING
+ const int STATUS_REJECTED
+ const int STATUS_ACCEPTED
+ const int STATUS_FINISHED
+ required int ParticipantId
+ required int Status
+ required int MatchId
+ required int AccountId
+ required DateTime CreatedOn
+ Match Match
+ Account Account
+ int Score

+ string StatusName()