GameClient.Services.IGameService

+ Task< LoginResponse > LoginAsync(LoginRequest request)

+ Task< MoveResponse > MoveAsync(MoveRequest request)

+ Task< GetMatchResponse > GetMatchAsync(GetMatchRequest request)

+ Task< GetMyMatchesResponse > GetMyMatchesAsync(GetMyMatchesRequest request)

+ Task< CreateMatchResponse > CreateMatchAsync(CreateMatchRequest request)

+ Task< GetGamesResponse > GetGamesAsync(GetGamesRequest request)

+ Task< GetAccountResponse > GetAccountAsync(GetAccountRequest request)

+ Task< GetAccountsResponse > GetAccountsAsync(GetAccountsRequest request)

+ Task< AddParticipantResponse > AddParticipantAsync(AddParticipantRequest request)

+ Task< GetParticipantsResponse > GetParticipantsAsync(GetParticipantsRequest request)

+ Task< GetPendingResponse > GetPendingAsync(GetPendingRequest request)

+ Task< DecidePendingResponse > DecidePendingAsync(DecidePendingRequest request)

+ Task< UpdateAccountResponse > UpdateAccountAsync(UpdateAccountRequest request)

+ Task< GetScoreSumsResponse > GetScoreSumsAsync(GetScoreSumsRequest req)

+ Task< GetMatchHistoryResponse > GetMatchHistoryAsync(GetMatchHistoryRequest req)

+ Task< ImpatientWinResponse > ImpatientWinAsync(ImpatientWinRequest req)

GameClient.Services.GameService

+ GameService(IAuthState authState, Config config)

+ async Task< LoginResponse > LoginAsync(LoginRequest request)

+ async Task< MoveResponse > MoveAsync(MoveRequest request)

+ async Task< GetMatchResponse > GetMatchAsync(GetMatchRequest request)

+ async Task< GetMyMatches Response > GetMyMatchesAsync (GetMyMatchesRequest request)

+ async Task< CreateMatchResponse > CreateMatchAsync(CreateMatchRequest request)

+ async Task< GetGamesResponse > GetGamesAsync(GetGamesRequest request)

+ async Task< GetAccountResponse > GetAccountAsync(GetAccountRequest request)

+ async Task< GetAccountsResponse > GetAccountsAsync(GetAccountsRequest request)

+ async Task< AddParticipant Response > AddParticipantAsync (AddParticipantRequest request)

+ async Task< GetParticipants Response > GetParticipantsAsync (GetParticipantsRequest request)

+ async Task< GetPendingResponse > GetPendingAsync(GetPendingRequest request)

+ async Task< DecidePending Response > DecidePendingAsync (DecidePendingRequest request)

+ async Task< UpdateAccount Response > UpdateAccountAsync (UpdateAccountRequest request)

+ async Task< GetScoreSums Response > GetScoreSumsAsync (GetScoreSumsRequest req)

+ async Task< GetMatchHistory Response > GetMatchHistoryAsync (GetMatchHistoryRequest req)

+ async Task< ImpatientWin Response > ImpatientWinAsync (ImpatientWinRequest req)