

GameClient.DTO.Account

- + const int STATUS_NONE
- + const int STATUS_PENDING
- + const int STATUS_ACCEPTED
- + const int STATUS_DELETED
- + required int AccountId
- + required string Username
- + required string FirstName
- + required string LastName
- + required string Email
- + required string Description
- + required int Status
- + DateTime RegisterDateTime
- + required DateTime CreatedOn
- + String? ProfilePicture
- + String? ProfilePictureType
- + string StatusName()