

GameClient.Tests.GameClient  
Test.Test\_GetMyMatches

```
graph LR; A[GameClient.Tests.GameClient  
Test.Test_GetMyMatches] --> B[GameClient.Services.IGame  
Service.CreateMatchAsync]; A --> C[GameClient.Services.IGame  
Service.GetMyMatchesAsync];
```

The diagram illustrates a dependency between a test method and two service methods. On the left, a grey rectangular box contains the text 'GameClient.Tests.GameClient' followed by 'Test.Test\_GetMyMatches' on a new line. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'GameClient.Services.IGame' followed by 'Service.CreateMatchAsync' on a new line. The bottom arrow points to another white rectangular box containing 'GameClient.Services.IGame' followed by 'Service.GetMyMatchesAsync' on a new line.

GameClient.Services.IGame  
Service.CreateMatchAsync

GameClient.Services.IGame  
Service.GetMyMatchesAsync