

GameClient.Tests.GameClient
Test.Test_GetAccount

GameClient.Tests.GameClient
Test.Test_GetNonExistentAccount

GameClient.Tests.GameClient
Test.Test_UpdateAccount

GameClient.Services.IGame
Service.GetAccountAsync

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graph LR; A[GameClient.Tests.GameClient<br/>Test.Test_GetAccount] --> D[GameClient.Services.IGame<br/>Service.GetAccountAsync]; B[GameClient.Tests.GameClient<br/>Test.Test_GetNonExistentAccount] --> D; C[GameClient.Tests.GameClient<br/>Test.Test_UpdateAccount] --> D;
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