IGameService

- + Task< LoginResponse > LoginAsync(LoginRequest
 - request)
- + Task< MoveResponse
- > MoveAsync(MoveRequest request) + Task< GetMatchResponse
- > GetMatchAsync(GetMatchRequest request)
- + Task< GetMyMatchesResponse
 - > GetMyMatchesAsync(GetMyMatches
 - Request request) + Task< CreateMatchResponse
 - > CreateMatchAsync(CreateMatch Request request)
 - + Task< GetGamesResponse
 - > GetGamesAsync(GetGamesRequest
- request) + Task< GetAccountResponse
- > GetAccountAsync(GetAccountRequest
- request)
- + Task< GetAccountsResponse
- > GetAccountsAsync(GetAccounts Request request)
- + Task< AddParticipantResponse
- > AddParticipantAsync(AddParticipant
- Request request) + Task< GetParticipantsResponse
- > GetParticipantsAsync(GetParticipants Request request)
- + Task< GetPendingResponse > GetPendingAsync(GetPendingRequest
- request) + Task< DecidePendingResponse
- > DecidePendingAsync(DecidePending Request request)
- + Task< UpdateAccountResponse > UpdateAccountAsync(UpdateAccount Request request)
- + Task< GetScoreSumsResponse > GetScoreSumsAsync(GetScoreSums Request req)
- + Task< GetMatchHistoryResponse > GetMatchHistoryAsync(GetMatch
- HistoryRequest req) + Task< ImpatientWinResponse
 - > ImpatientWinAsync(ImpatientWin
 - Request req)

Service + GameService(IAuthState

GameClient.Services.Game

> LoginAsync(LoginRequest request)

authState, Config config) + async Task< LoginResponse

- + async Task< MoveResponse > MoveAsync(MoveRequest
- + async Task< GetMatchResponse > GetMatchAsync(GetMatchRequest
- + async Task< GetMyMatches Response > GetMyMatchesAsync
- (GetMyMatchesRequest request)
- + async Task< CreateMatchResponse > CreateMatchAsync(CreateMatchRequest
- request)
- + async Task< GetGamesResponse > GetGamesAsync(GetGamesRequest
- + 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)