

GameClient.Tests.GameClient  
Test.Test\_CreateMatch\_GetMatch

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

The diagram illustrates a dependency between a test method and two service methods. On the left, a gray box contains the text 'GameClient.Tests.GameClient' and 'Test.Test\_CreateMatch\_GetMatch'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'GameClient.Services.IGame' and 'Service.CreateMatchAsync'. The bottom arrow points to another white box containing 'GameClient.Services.IGame' and 'Service.GetMatchAsync'.

GameClient.Services.IGame  
Service.CreateMatchAsync

GameClient.Services.IGame  
Service.GetMatchAsync