

IMainService

Interface

Methods

AddGameAsync(Game game) : Task<Game>

AddGameRequestAsync(GameRequest gameRequest) : Task<GameRequest>

AddPlayerAsync(Player player) : Task<Player>

GetGameRequestsAsync() : Task<IEnumerable<GameRequest>>

GetGamesAsync() : Task<IEnumerable<Game>>

GetPlayersAsync() : Task<IEnumerable<Player>>

GetPlayersNotInGameAsync() : Task<IEnumerable<Player>>

GetSimpleGameInformationListAsync() : Task<List<SimpleGameInformation>>

RemoveGameAsync(Game game) : Task<Game>

RemovePlayerAsync(Player player) : Task<Player>

RemoveRequestAsync(GameRequest gameRequest, bool accepted) : Task<GameRequest>

IMainService

MainService

Class

Fields

gameRequests : List<GameRequest>

games : List<Game>

logger : ILogger<MainService>

playersOnServer : List<Player>

Methods

AddGameAsync(Game game) : Task<Game>

AddGameRequestAsync(GameRequest gameRequest) : Task<GameRequest>

AddPlayerAsync(Player player) : Task<Player>

GetGameRequestsAsync() : Task<IEnumerable<GameRequest>>

GetGamesAsync() : Task<IEnumerable<Game>>

GetPlayersAsync() : Task<IEnumerable<Player>>

GetPlayersNotInGameAsync() : Task<IEnumerable<Player>>

GetSimpleGameInformationListAsync() : Task<List<SimpleGameInformation>>

MainService(ILogger<MainService> logger)

RemoveGameAsync(Game game) : Task<Game>

RemovePlayerAsync(Player player) : Task<Player>

RemoveRequestAsync(GameRequest gameRequest, bool accepted) : Task<GameRequest>

Program

Class

Methods

CreateHostBuilder(string[] args) : IHostBuilder

Main(string[] args) : void

Startup

Class

Properties

Configuration { get; } : IConfiguration

Methods

Configure(IApplicationBuilder app, IWebHostEnvironment env) : void

ConfigureServices(IServiceCollection services) : void

Startup(IConfiguration configuration)

GameHub

Class

Hub

Fields

mainService : IMainService

Methods

AddGameRequest(GameRequest gameRequest) : Task

AddPlayer(string nameForNewPlayer) : Task

CreateNewGameStatus(Game game, bool isNewGame, [int updatedPosition = -1]) : GameStatus

DeclineOrAcceptRequest(int id, bool accept) : Task

GameHub(IMainService main)

GetPlayers(string requestedPlayerName) : Task

OnConnectedAsync() : Task

OnDisconnectedAsync(Exception exception) : Task

ReturnToLobby(string id, string enemyId) : Task

UpdateGameStatus(GameStatus update) : Task

UpdatePlayerSpecificGameStatus(Game game, int updatedPosition, Player player) : Task