

Consolidate with other FetchGameCommands, add for (localization, range,

gameIdentificator)

public class FetchGameDetailsCommand

public GameDetails FetchGameDetails(GameIdentificator

status), (name, status, owner)[GameHeader]

public class FetchAllGamesCommand

public GamesList FetchAllGames()

public class LoginCommand

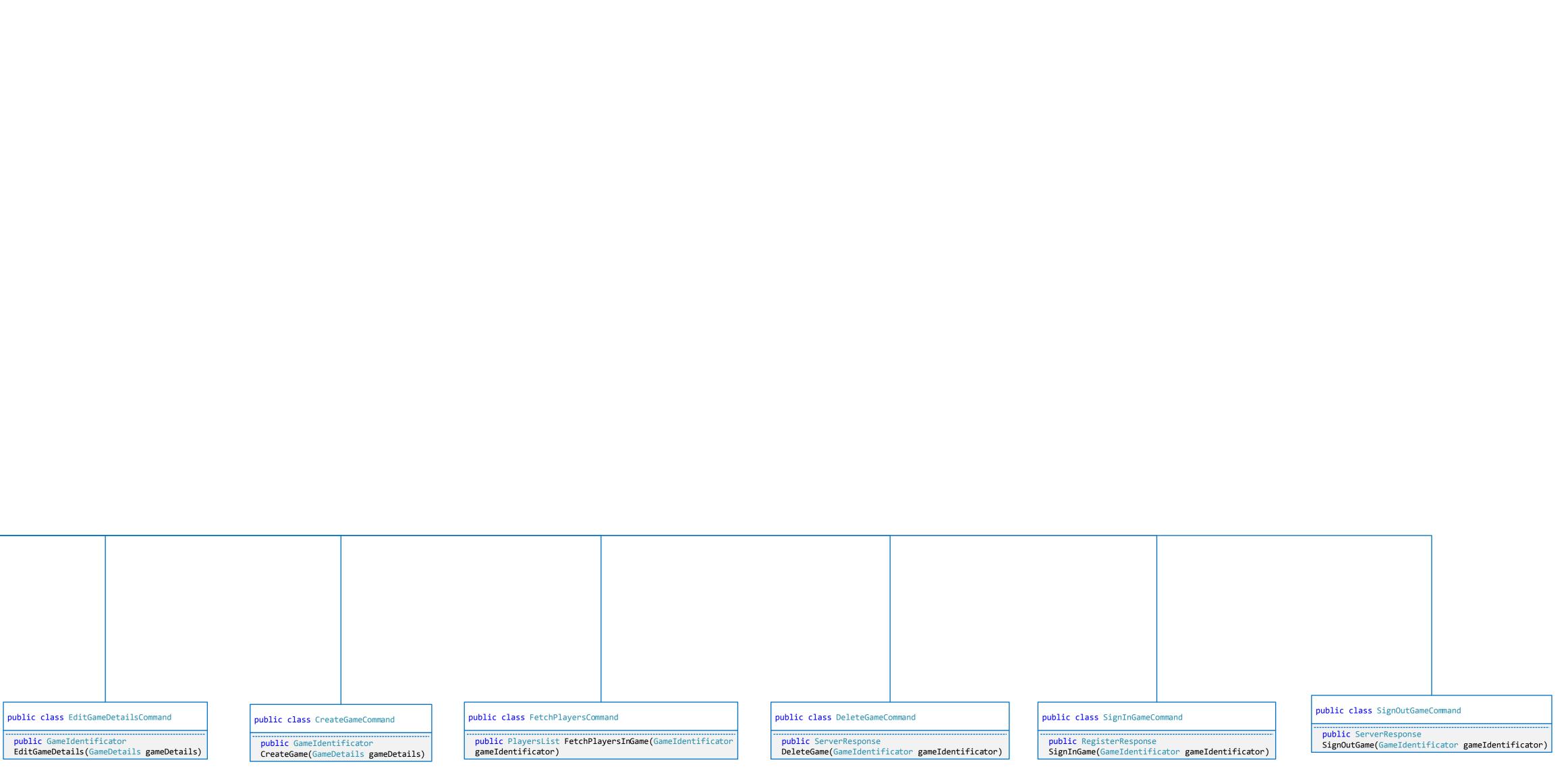
public AuthorizationToken

Login(LoginCredentials loginCredentials)

public class RegisterCommand

Register(UserCredentials userCredentials)

public ServerResponse



System

public class RequestFinishedEventArgs

public RequestFinishedEventArgs(ResponseBase

public ResponseBase Response

response)

All server commands except for Login and Register need:

public class FetchGamesByInfoCommand

gameHeader)

public GamesList FetchGamesByInfo(GameHeader

public class CommandBase

public class FetchGamesByLoacationCommand

locationFilter)

public GamesList FetchGamesByLocation(LocationFilter

Authorization: {LoginResponse.token\_type} {LoginResponse.access\_token}

public class EventArgs

public EventArgs()

public static readonly EventArgs Empty

public class ApplicationEventArgs

public ApplicationError applicationError