

Game	
GameId	int
Author	string
Min	int
Max	int
RuleSet	Dictionary<int, string>
CreatedAt	DateTime



Session	
SessionId	int
GameId	int
Game	Game
PlayerName	string
StartTime	DateTime
Duration	int
Score	int
SessionNumbers	List<SessionNumbers>
IsEnded	bool



SessionNumber	
SessionNumberId	int
SessionId	int
Session	Session
NumberServed	number
IsCorrect	bool