A game is initiated with random generation of a secret code by a web service, which then returns an object of this type.

## Game

+id: String (read-only)

+pool: String (read-only

+length: int (read-only)

+start: Date (read-only)

+solved: Boolean (read-only)

+guesses: List<Guess> (read-only)

+Game(pool: String, length: int)

+validate(text: String) Guess

A game has zero or more guesses, recorded against an unknown secret code.

## Guess

+id: String (read-only)

+content: String (read-only)

+correct: int (read-only)

+close: int (read-only)

+timestamp: Date (read-only)

Guess (content: String)