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 the 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)