

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

Guess
+ id: String {read-only}
+ close: int {read-only}
+ content: String {read-only}
+ correct: int {read-only}
+ timestamp: Date {read-only}
Guess(content: String)

