A game is initiated with random generation of a sports team from the selected league(s) by a web service, which then returns an object of this type.

Game
+id: String (read-only)
+pool: of teams (read-only)
+amount of guesses
+league(s) (read-only)
+start: Date (read-only)
+solved: Boolean (read-only)
+guesses: List <guess> (read-only)</guess>
+Game
+validate Guess

A game has zero to eight guesses, recorded against an unknown sports team.

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+content: String (read-only)
+correct: int (read-only)
+close: int (read-only)

-timestamp: Date (read-only)

Guess content