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)
+Game (pool: String, length: int)
+validate(text: string) Guess

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

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