1.   The games is using the Game class to store, multiple games are stored in the List data structure, the athlete is using the athlete class to store, multiple athletes are stored in the List data structure, Predictions is to use the User class to store.

2.   The Athletes class is an abstract class, it can not be instantiated.

3.   By randomly giving the athlete a time to determine the athlete's performance when the athletes in game, and then rank all the athletes, the sort is sorted by time, the less time means that have better result.

4.   Record which game to start, and the ID and rank of the athlete, when the game have result, check the corresponding ranking of the athletes, if the ID of athlete is equal with the corresponding ranking of the athletes, then the prediction is correct.