Casual

- platform
- tag
- heroes
- gameMode

__construct(platform, tag, heroes, gameMode)
+ getPlatform()
+ setPlatform(platform)
+ getTag()
+ setTag(tag)
+ getHeroes()
+ setHeroes(heroes)
+ getGameMode()
+ setGameMode(gameMode)

Ranked

- idealPairs
- rank

+ getIdealPairs()
+ setIdealPairs(idealPairs)
+ getRank()
+ setRank(rank)