

Describes actions that players can perform in the game, such as voting or moving.

Key fields:

- playerId
- gameId
- action.type
- details.timestamp

2. Lobby Creation Payload (lobby_creation.json)

Describes the structure used to create a new lobby with game settings and participants.

Key fields:

- lobbyId
- hostId
- settings.gameMode
- participants

3. Player Profile Payload (player_profile.json)

Describes the structure for storing and updating player profiles, including achievements and statistics.

Key fields:

- playerId
- profile.username
- profile.level
- profile.achievements

4. Game State Update Payload (game_state_update.json)

Describes the current state of the game, including turn information and player statuses.

Key fields:

- gameId
- state.turn
- state.phase
- players

5. Lobby Join Request Payload (lobby_join_request.json)

Describes the structure used when a player requests to join a lobby.

Key fields:

- lobbyId
- playerId
- requestTime

6. Error Handling Payload (error_handling.json)

Describes the structure used to capture and report errors.

Key fields:

- errorCode
- errorMessage
- timestamp