FarmVillage :
data structure

Authentication Data

```
{
    "id": 1,
    "username": "playerUsername",
    "email": "example@mail.com",
    "password": "Str0ngPassw0rd!!!",
    "salt": "$2a$bcrypt",
    "disabled": false,
    "subscribed": true,
    "village_ids": [ 1, 2, 3 ],
    "premium_currency": 450
}
```

Player Data

```
{
    "hp": 5,
    "maxHp": 45,
    "resources": [
        {
            "type": "food",
            "capacity": 100
        }
        * other resources
    ]
}
```

Village Data

"id": 1,
"name": "the earth",
"level": 5,
"principal": true,
"status": "available",
"last_connection": "20-10-2021",

"resources": [
    {
        "name": "villagers",
        "items": [
            {
                "id": 1,
                "name": "Eren",
                "hp": 5,
                "maxHp": 45
            }
            * other villagers
        ]
    }
        * other resources
]

"events": [
    {
        "id": 1,
        "type": "buff",
        "effects": [
            {
                "wood_production": "200%"
            }
            * other effects
        ],
        "startingTime": "20-10-2021",
        "duration": 1
    }
            * other events
]

"buildings": [
    {
        "id": 1,
        "base": 2,
        "level": 3,
        "health_prc": "80%",
        "production": "100%",
        "villagers": [1, 2],
        "storage": 400
    }
            * other buildings
]