Data Dictionary 0.03

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| **Data Item** | **Data Type** | **Format** | **Description** | **Example** | **Pages** | **Validation** |
| --- | --- | --- | --- | --- | --- | --- |
| username | String |  | The username which a user will set to be displayed on the stats screen | “gReg”  “21wow\*” | Sign-in/Stats |  |
| topScores | Integer (Array) | [N, N, N, N, N, N] | The scores which will be displayed on the stats screen | [12, 5, 3, 0, 0] | Stats | A value higher or equal to the current values |
| topNames | String (Array) | [X, X, X, X, X, X] | The names which will be displayed on the stats screen | [“gReg”, “21wow\*”] | Stats |  |
| timesPlayed | Integer |  | The amount of times a user has been in the “play” screen | 54 | Stats |  |
| currentId | Integer | N | The number which points to the current coulor scheme which the entire app will use | 3 | All | A value within 1-6 inclusive |
| ballCoulor | String | #XXXXXX | The coulor which the player ball will be drawn in | #000000  #ffffff | Game/Settings | A 6 digit hex number with a “#” on the front of it |

Note: Byte size is decided by Javascript.