Data Dictionary 0.11

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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 |
| gameOn | Boolean | True/False | A check for if the game is currently running or not | false  true | Game |  |
| defaultBeta | Float | NNN.N | The starting orientation of the users’ phone, around which y information will be obtained | 153.2313 | Game | Between -180 (inclusive) and 180 (exclusive) |
| defaultGamma | Float | NNN.N | The starting orientation of the users’ phone, around which y information will be obtained | -54.332434 | Game | Between -180 (inclusive) and 180 (exclusive) |
| xMomentum | Float |  | The current x speed that the player is moving | 32.727182 | Game |  |
| yMomentum | Float |  | The current x speed that the player is moving | 32.727182 | Game |  |
| xBall | Float |  | The x position on the screen which the ball is centred at | 220.2233 | Game | Between size and width - size |
| yBall | Float |  | The y position on the screen which the ball is centred at | 452.3240204 | Game | Between size and height - size |
| score | Integer |  | The current level which the player is on | 4 | Game |  |
| size | Integer | NN | The size around which all drawn elements will be based | 30 | Game | An integer within 20-50 inclusive |
| calibrate | Boolean | True/False | A check to see if the default orientation data needs to be updated | true  false | Any |  |
| width | Integer (Constant) |  | The width of the screen | 432 | Game |  |
| height | Integer (Constant) |  | The height of the screen | 1264 | Game |  |

Note: Byte size is decided by Javascript.