Diccionario de datos:

base de datos de partidas = [lobby.id + lobby.howMany + lobby.remainingSlots + [lobby.password | !lobby.password] + [Player.id + Player.avatar]*]*

partida personalizada = lobby.id + [lobby.private + lobby.password | lobby.public] +lobby.PlayersMin + lobby.PlayersMax + Player.id+ Player.avatar

mensaje = Player.id + chat.message + chat.log*

validación de partida = Player.isReady* + lobby.adminIsPresent + Player.adminHost

lobby error = !lobby.adminisPresent

estado de partida = match.cardEffects* + match.Rotation + match.deck.quantity + match.deck.nextCard + match.nextPlayer + match.deck.discard + Player.canExchange

información de inicio = Player.quantity

información de mazo = match.deck.quantity + match.deck.nextCard + match.deck.discard

Estado de jugador = [Player.turn + Player.role + Player.cards + Player.canExchange + Player.score + Player.isWinner]*

robar carta = match.deck.nextCard + Player.cards*

Carta "x" = Player.cards.type

Puede intercambiar = Player.canExchange + match.nextPlayer

no puede intercambiar = !Player.canExchange + match.nextPlayer

siguiente turno = match.nextPlayer + Player.role?

descartar = match.deck.discard

efectos de carta = match.deck.discard + match.cardEffects* + match.Rotation + Player.canExchange + Player.score + Player.role + match.nextPlayer
(este dato considera todos los datos necesarios para modificar para cualquier carta usada)

jugador gano = Player.isWinner

reciclar datos de partida = lobby.id + [lobby.private | lobby.public] + lobby.PlayersMin + lobby.PlayersMax + [Player.id+ Player.avatar]*