

Key structure:

```
// players
players => [<string>]

// player record
player:{user_id} => {
  user_id: <string>
  email_id: <string>
}

// find player with email
email_user:{email_id} => user_id <string>

// scheduled game record
scheduled_game:{game_id} => {
  player_1: <string>,
  player_2: <string>
}

// hold all the scheduled games as a list of strings
scheduled_games => [game_ids] [<string>]

// list of scheduled games of a player
player:{player_id}:scheduled_games => [game_ids] [<string>]

// game data
game:{game_id} => {
  moveset: [<string>]
  winner: <string>
  victory_status: <string>
  number_of_turns: <number>
  white_player_id: <string>
  black_player_id: <string>
  opening_eco: <string>
}

// List of all games of a player
player:{player_id}:games => [game_ids] [<string>]

// List of all games of a player versus an opponent
player_versus:{player_id}:{opponent_player_id} => [game_ids] [<string>]

// track wins and losses
leaderboard:wins:{player_id} => number_of_wins <integer>
leaderboard:losses:{player_id} => number_of_losses <integer>

leaderboard:top_players => [user_ids] [<string>]
leaderboard:bottom_players => [user_ids] [<string>]

// track openings
player:{player_id}:openings => [<string>]

opening:{opening_eco} => number_of_times_played<integer>

// track 3 move sequence
sequence:{sequence} => number_of_times_played <integer>

sequence:{sequence}:games => [game_ids] [<string>]
```

```
player:{player_id}:sequences => [sequence] [<string>] //list or set ?

// number of checks
game:{game_id}:analytics:check_count => number_of_checks <integer>

// game id of the shortest game
analytics:shortest_game => game_ids <string> // list or single
analytics:shortest_game_turns => number of turns <integer>

analytics:most_frequent_opening
analytics:most_common_sequence
analytics:least_common_sequence
```