MongoDB Collections

**GameRooms Collection**

\_id: Unique identifier for the game room.

roomCode: Unique code for players to join the game room.

status: Current status of the game room (e.g., waiting, in-progress, completed).

Players Collection

Player Collection

\_id: Unique identifier for the player.

roomId: Identifier of the game room the player is in.

playerName: Name of the player.

team: Team chosen by the player.

GameWords Collection

Word Collection

\_id: Unique identifier for a word/phrase.

word: The word/phrase that needs to be described.

team: Team associated with the word/phrase.

guessed: Boolean indicating whether the word/phrase has been guessed.

skip: Boolean indicating whether the word/phrase has been skipped.

GameStatus Collection

**GameStatus Colllection**

\_id: Unique identifier for the game status.

roomId: Identifier of the game room.

remainingTime: Time remaining in the current turn.

score: Current score of the game.

winner: Identifier of the winning team (null if the game is ongoing).