

Data Format: **JSON Pairs**

Key

Value

Database Hierarchy

Lobby Root

Count

Integer: number of
players currently in
lobby

Players

...

Player[0<=x<Count]

Name

String: Screen name
for this player

Role

Integer: Index of role
for this player

Avatar

Integer: Index of
avatar icon for this
player

Poll

Integer: Polled value
for this player,
interpreted according
to game state

State

Integer: Game state
synchronization index