pending\_turn\_id: **unimportant**

uid: **unimportant**

challenge\_id: **1**

bot\_type: ‘test\_arena’

language\_id: 1

bot\_id: null

bot\_version: null

player: 1

last\_turn\_index: -1

*If ‘last\_turn\_index’ is -1 like this condition, we just want the game initialization message for this challenge. No moves should be made and turns can be null in test\_arena\_matches entry*

pending\_turn\_id: **unimportant**

uid: **unimportant**

challenge\_id: **1**

bot\_type: ‘test\_arena’

language\_id: 1

bot\_id: null

bot\_version: null

player: 1

last\_turn\_index: 0

*If ‘last\_turn\_index’ is 0 like this condition, we want both the game initialization message and turn data for the first turn of the game. There is no last turn for you to reference in this case. The player that should move is player 1, and you should grab a bot with the uid, challenge\_id, and language\_id from the ‘test\_arena\_bots’ table*

pending\_turn\_id: **unimportant**

uid: **unimportant**

challenge\_id: **1**

bot\_type: ‘test\_arena’

language\_id: 1

bot\_id: null

bot\_version: null

player: 1

last\_turn\_index: 7

*If ‘last\_turn\_index’ is a positive number like 7, we want the game initialization message and turn data including the 8th turn (indexed at 1, not 0). You would want to reference turn 7 from the previous data(again indexed at 1) as the last turn. The player that should move is player 1, and you should grab a bot with the uid, challenge\_id, and language\_id from the ‘test\_arena\_bots’ table.*

pending\_turn\_id: **unimportant**

uid: **unimportant**

challenge\_id: **1**

bot\_type: ‘user’

language\_id: null

bot\_id: 1234

bot\_version: 2

player: 1

last\_turn\_index: 7

*The turn information is the same as the previous one, however in this case you should grab the bot with the bot\_id and bot\_version from the ‘user\_bots\_versions’ table.*