Real time - Team Stats by Game - Data strcutre

games:gameID 1:homeTeam:{pts: 78. reb: 35. ast: 33. tov: 21. st

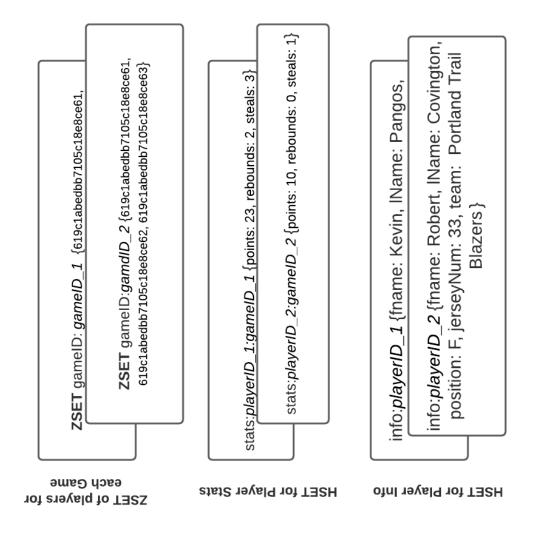
st
games:gameID_1:awayTeam:{pts: 106, reb: 42, ast: 36, tov: 21, stl: 15, blk: 6, team: LAL, gameID: 1, teamName: Los Angeles
Lakers

games:gameID 2:homeTeam:{pts: 96, reb: 23, ast: 23, tov: 23.}
st
games:gameID_2:awayTeam:{pts: 111, reb: 36, ast: 28, tov: 15, st: 11, blk: 15, team: BOS, gameID: 2, teamName: text

games:gamelD 3:homeTeam:{pts: 109, reb: 26, ast: 23, tov: 19, st

- I will use games as my "primary" key to group/track all games
- I will use gameID to track which game I am keeping team stats for.
- I will then use homeTeam/awayTeam to represent the two teams playing in the game
 - I will then use a hash set in Redis to keep track of the different stats (pts, reb, etc.) for each team in real time (mimicing a real life game tracking system)

Player Stats



- I will use gameID as a key to get a list of all the players in a game.
- I will use **stats** to keep track of a single players stats, for a particular game that they played in
 - This hash set in Redis will be used to update/track players stats for a game in real time to simulate a game.
 - · info will be used to grab info about a player.