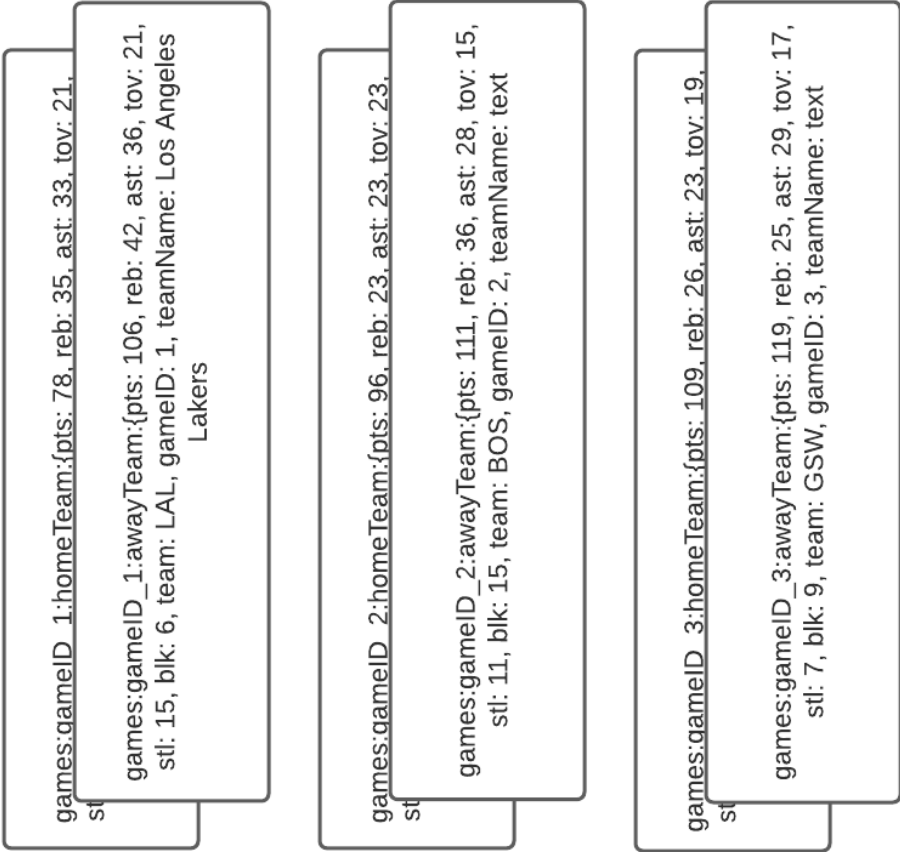
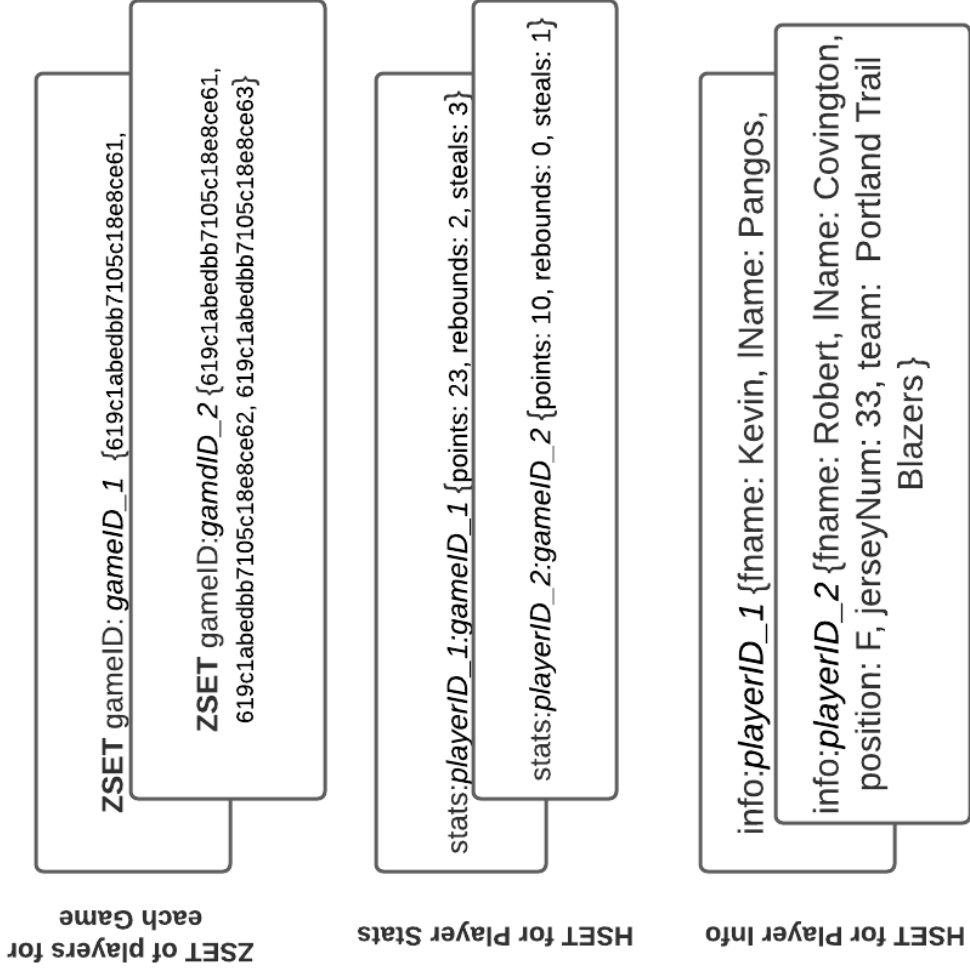


Real time - Team Stats by Game - Data structure



- 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.