Real time - Team Stats by Game - Data strcutre

games:gameID_1:homeTeam:{pts: 78, reb: 35, ast: 33, tov: 21, 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, stl: 11, blk: 15, team: BOS, gameID: 2, teamName: text

games:gameID_3:homeTeam:{pts: 109, reb: 26, ast: 23, tov: 19, st

games:gameID_3:awayTeam:{pts: 119, reb: 25, ast: 29, tov: 17, stl: 7, blk: 9, team: GSW, gameID: 3, teamName: text

- 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