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"backpack\_0": 0, - Item the player has in an extra storage but cannot actively use, until it is moved to an accessible storage slot

"backpack\_1": 0, - Item the player has in an extra storage but cannot actively use, until it is moved to an accessible storage slot

"backpack\_2": 0, - Item the player has in an extra storage but cannot actively use, until it is moved to an accessible storage slot

"backpack\_3": 0, - Item the player has in an extra storage but cannot actively use, until it is moved to an accessible storage slot

"damage\_inflictor": {}, - Player damage type to know what needs to be enhanced with items

"damage\_inflictor\_received": {}, - Received damage source to know against what the player needs to protect themselves with items

"gold\_t": [], - Current gold at various points of the game

"item\_0": 178, - Item the player has and can actively use

"item\_1": 116, - Item the player has and can actively use

"item\_2": 79, - Item the player has and can actively use

"item\_3": 40, - Item the player has and can actively use

"item\_4": 48, - Item the player has and can actively use

"item\_5": 1, - Item the player has and can actively use

"item\_neutral": 0, - Item the player cannot buy, but it’s randomly found in the game and can actively use

"lane\_pos": {}, - This is the role

"game\_mode": 2, - HAS TO BE 1, which is All Pick

"hero\_id": 73, - What hero the player is playing

Here is a list of hero IDs <https://liquipedia.net/dota2/MediaWiki:Dota2webapi-heroes.json>