**Data structures:**

* Player Object

Hold all information about this specific player

* + UUID (client)
  + Name
  + Picture
  + UUID of lover client if exists
  + Is Dead
  + Is Captain
  + Role
  + [Picture of infoCard, Text of Infocard, Title of Infocard]
  + Is Host
* Server Object

Hold all information of the server game

* + ServerName
  + Server PW
  + Language
  + List of Client UUIDs
* Game Object

Holds all information about the status of the game, Get some data from the creating Server Page

* Is Running
* Phase/State
* #Werewolfs
* #Werewolfs alive
* #Townsperson
* # Townsperson alive
* List special roles enabled (might be in an array like the timeouts)
* MaxTime Werewolf
* MaxTime Townsperson
* Maxtime special roles (all max times might be in an array)