

DATA DICTIONARY

Term	Definition & Information	Aliases
Player	A participant in the game, either human or computer-controlled.	User, Participant
Game Piece	A game component consisting of 1-5 connected squares. Each player has 21 unique pieces.	Tile
Game Board	The 20x20 grid playing surface where pieces are placed.	Grid, board
color	One of four colors (Red, Blue, Yellow, Green) that identifies a player's pieces.	Player Color
Edge	The side boundary of a square. Pieces of the same color cannot touch along edges.	Side
Corner	The diagonal junction point between two adjacent squares, either within a piece or on the board.	Vertex
Turn	A single play action where a player places one piece on the board.	Play, Move
Rotation	Turning a piece 90, 180, or 270 degrees before placement.	Rotate, Orientation
Remaining pieces	Turning a piece 90, 180, or 270 degrees before placement.	Unplaced Pieces, Available Pieces
Score	The numerical value calculated at game end based on remaining pieces.	Points, Final Score
Hint	A suggestion provided by the system showing where a player can place a piece	Suggestion, clue, tip
Game Session	A single instance of playing the game from setup to completion or save.	Game Session
Square	A single unit cell on the board or within a piece. The basic unit of measurement.	Cell, Grid square
Game Start	The state when all players can start making legal moves.	Begin, Start Game
Game End	The state when no player can make any more legal moves.	Game Over