

## DATA DICTIONARY

| <b>Term</b>      | <b>Definition &amp; Information</b>  | <b>Aliases</b>                    |
|------------------|--|-----------------------------------|
| 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                         |