

# Data Dictionary

## Ricochet Robot - Group 7

<u>Term</u>	<u>Definition</u>
Token/Target chip	One target chip is selected and turned at the beginning of every round and placed at the centerpiece.. The players have to find the shortest route solution to the target space depending on this target chip. Awarded to players after a successful moving round. This is the point system. The player with the highest number of tokens wins.
Player	A participant in the game. A player can be either human or computer. For any given game, there must be at least one human player.
Bid/Bet	An integer greater than one that is chosen by the Player during the betting round.
Betting round	The part of the game where a bet is chosen that is equal to the number of moves that the player thinks they can make it to the token
Moving round	The part of the game where the player with the lowest bet in the betting round attempts to move to the token in the same amount of moves as their bet
Classic mode	The mode which displays the regular colours.
Grayscale mode	A special mode created for players with color deficiency.
Gray Barriers	Barriers/Walls that act as obstacles in the robots' path.
Diagonal barriers	Barriers of different colors only found in the complex board. If a robot is of the same color as the barrier, the robot passes through. Robots of other colours are deflected at 90 degrees.

Target space	The space that matches with the target chip turned is the target space and it is the objective of the player to get to this space with the shortest number of moves.
Position marker square	Used to mark the position of the different colored robots in the game. For example, the green robot has a green position marker to mark its position on the board.
Centerpiece	This is where the chosen target chip/token is placed every round.
Timer	A timer with a running time of 1 minute. When a player shouts out his bid, he has to start the timer and all the other players have to make their bid which can be lower, higher or the same as the first player's. The first player can only improve his bid.
Robots	Robots of different colours are present in the game.
Black robot	A special robot that can be used as any other robot and also as an obstacle. If the multicolored vortex is the target chip the black robot can be moved to the target space directly.
Simple board	One of the two possible board styles. The simple board is relatively easier to play and does not contain any diagonal barriers.
Complex board	One of the two possible board styles. The complex board is relatively more difficult to play and contains diagonal barriers to give the players an added challenge.