

# Data Dictionary

<b><u>Term</u></b>	<b><u>Definition and information</u></b>	<b><u>Aliases</u></b>
Player	Term referring to the person playing the game.	User
Starting Tile	Single squares representing the base or starting point of each player's kingdom, there is a maximum of 4 starting tiles.	
Dominoes	Rectangular pieces with a terrain side and a number side used to expand a player's kingdom, there are a total of 48 dominoes.	
Castles	3D figures set on top of the starting tile, used to mark a player's kingdom.	
Kings	3D figures used to mark the choice of domino of a player, there are a total of 4 kings.	
Terrain	The type of land represented by one half of a domino.	Landscape
Kingdom	The collection of a player's starting tile, castle and the dominoes collected, can never be larger than 5X5.	
Territories	Connected group of squares that share the same art type/terrain.	Properties
Crown	Markings on a square that indicate the number by which the number of squares within a single property is multiplied by to get the score.	
Score	The total number of points achieved by	

	an individual player in the game.	
Username	A name used to identify each player.	
Points	The number of crowns multiplied the number of squares in a given territory.	
Future Pile	The pile of dominoes to be selected.	
Drawing Pile	The pile from which the upcoming dominoes will be taken from.	
Current Pile	The location of the selected dominoes.	