

## Data Dictionary

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<b>Barrier</b>	– Immovable objects on the board that stop the robot's movement.
<b>Board</b>	– The playing space comprised of spaces and barriers. There is a barrier going around the exterior of the board.
<b>Movement</b>	– Players move their robots
<b>Multicoloured Vortex</b>	– The goal that the users have to move their robots to.
<b>Number</b>	– How many moves it takes the player to get their robot to the multicoloured vortex
<b>Players</b>	– Users
<b>Position Marker</b>	– When the player moves robots from their space, a position marker is left behind on their starting space to make resetting the board easier.
<b>Robot</b>	– A game piece that sits on a space.
<b>Space</b>	– A tile on the board where a robot can rest.
<b>Target Space</b>	– The square of which user is trying to get their game piece. The Multicoloured vortex is placed on it to indicate where users should head.
<b>Time</b>	– Players yell how many moves it takes to get their robot to the multicoloured vortex then the remaining players have a certain amount of time to find a shorter path.
<b>Token</b>	– The player that can reach the multicoloured vortex with the least number of moves, is awarded a token. Player that earns the most tokens wins the game.