# Glossary

**Computer player**: a computer AI that is controlling one of the teams in the game

**Computer AI:** Controls the robots that aren't controlled by human players.

**Human player**: a human player that is controlling one of the teams in the game

**Player**: a human player or a computer player

**Robot**: a moveable game object of which there are three per team

**Scout**: the robot player with the highest range of movement

**Sniper**: the robot player with the highest visual/firing range

**Tank**: the robot player with the highest attack strength and health

**Team**: the team of software engineers creating the system

**Gang:** a group of three robots, all of which are controlled by either a human player or a computer player

**Tile**: a hexagon shaped unit that makes up the game map

**Forth:** a language that will be used as a standard for sharing Robots with other systems

**View:** anything the player can see on the screen is a view.

**Model:** an overarching term for anything that holds data that is modified regularly.

**Control:** anything that has a large logical component and manages other segments with its logical segments.