

Game of Focus - Data Dictionary

Piece - the individual objects on the gameboard which are used to make moves in the game. Pieces come in four different colors, one of each representing a player of the game.

Stack - a tower of pieces ranging from two to five pieces in height. A stack is created by a piece moving onto another piece.

Reserve - a section of the board space where pieces are held for later play. Each player has their own reserve.

Reserve Piece - a piece which is currently in the reserve. Can be played back on the board during a turn phase.

Discard Pile - a section outside of the board which holds all pieces that have been captured.