The data dictionary is organised by the Java file the variables are in.

# Conquest.java

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| **Field Name** | **Data Type** | **Data Format** | **Field Size** | **Description** | **Example** |
| displaySettingsPanel | String | “true”/”false” | 231-1 characters | Used to determine whether the settings window should be displayed before game launch. It is a string as it needs to parse the raw data from the settings file in case it is anything other than “true” or “false”. A further process is done to check the variable and parse it to Boolean. | “true” |
| displaySettingsPanelBoolean | Boolean | true/false | 1 | The value parsed after displaySettingsPanel was processed. Used to determine whether the settings window should be displayed before game launch. | false |
| errorLoopCounter | Integer | # | 1 | This is used in error handling which may result in an endless loop. When errorLoopCounter is greater than a certain number, the potential endless loop will be stopped. | 2 |
| message | String | <string message> | 231-1 characters | Used in the “log” method; this is used to simplify the process of printing to console. “message” variable carries the actual message itself. It is also used in the “msgBox” method for the same purpose. | “Potato” |
| messageType | String | “plain”/ “info”/ “warning”/”error” | 231-1 characters | Used in the “msgBox” method; this is used to simplify the process of creating dialog boxes. “messageType” variable carries the type of dialog box to be displayed. | “error” |
| title | String | <string message> | 231-1 characters | Used in the “msgBox” method. “title” variable carries the title of the dialog box that appears at the top of the box. | “Error: 404 File Not Found” |
| settingsFile | String | <file location>/<file name>.<file extension> | 231-1 characters | Defines the location for the settings file | “settings.properties” |