**Data Dictionary Iteration 1**:

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| Term | Definition & Information | Aliases |
| Player | An entity that plays the game, be it human or computer. | User |
| Objective Spot | A spot the Robots must get to each turn, different every turn |  |
| Robot | A game piece that represents where a player is on the board, each has a different color. |  |
| Markers | Tiles on the board that can be the objective spots for a turn, mark by some sort of shapes, usually a diamond. | Destination |
| Timer | An object that is oriented around an hourglass and counts down the time left each turn. |  |
| Bell | A bell themed button in the GUI that indicates a player would like to make a turn. |  |