

Data Dictionary

Colour#: Refers to the Unique colour Id assigned to each color (User can access it when accessibility mode is enabled)

GSave: Refers to the Game save option which allows users to save an ongoing game to play if later stage.

Player#: Refers the position assigned to the player

Name: Name of the player

Difficulty: Refers to strategic game setting which user can chose from (easy, medium, hard)

File Name: Refer to name of the texture file (Used for accessibility mode)

Pcode: Refers to assignment of a unique ID every piece has been assigned. (Piece code)