

Data Dictionary Iteration 1

****Since there is no code yet this is a preliminary Data Dictionary with only names and descriptions****

Player – An entity that plays the game be it human or Computer

Objective Spot – A spot the Robots have to 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, marked by some sort of shape, usually a diamond

Timer – An object that is oriented around an hour glass and counts down the time left each turn

Bell – A “Bell” themed button in the GUI that indicates a player would like to make