Student – a user that writes a programming code for the robot, sends it to the server for simulation and waits for report (textual or/and visual).

Teacher – a user that inherits all the rights from a student in addition to possibility to edit the existing levels or create the new ones.

Level – a virtual world simulated on the server with unique environment, rules and goals.

Multi-User Level – level where several robots manageable by different programming code may compete with each other.

Robot – an object in virtual world manageable by user’s programming code. Every robot has the set of sensors and actions available to a user.

Sensor – a module of a robot whose purpose is to detect changes in environment and send the information to user’s programming code.