

DATA DICTIONARY (GLOSSARY)

TERM	Definition AND Information	Aliases
Target Square	The position on the board that has been selected randomly in which that players aim to land their robots in the least number of moves possible. The object of the game is to achieve a certain number of target squares.	Token. Target Chips
Diagonal Barrier	A barrier which deflects the robot at a 90 degree angle, rather than stopping it. If the barrier is the same color as the robot, the robot goes through instead of being deflected.	
Gray Line Barrier	Used to stop the robots in their path. As the robot stops, the move ends.	Barrier.
Center Piece	At the beginning of a round, you flip over one target chip and face it face up on the center piece of the game board.	
Multi-colored vortex	If the target square is the multi-colored vortex, you may move any robot to the multi colored vortex.	

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Bid	When a player decides the minimum number of moves he requires to reach the target square, he makes a bid. The player with the least bid demonstrates the move.	
Timer	Once the first player bids a number, the timer starts. The timer ends after one minute, other players in that timeframe must find a way to beat move count.	
Black Robot	It works like any other obstacle. If the multi-colored robot is target square, you can also move the black robot.	
Different Shapes	Shapes have been used to make the game easier for color deficient users. The shapes used are: gear, star, square,	