Data Dictionary

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Introduction
This Data Dictionary contains key terms and definitions used throughout the Kivi board game project. It will be updated as necessary to reflect new concepts and system elements.

Term	Definition & Information	Aliases
Kivi Board	The virtual representation of the Kivi game board where players interact with game elements	Game Board
Player	An entity participating in the game, which may be a human user or a computer	Participant
Human Player	A player controlled by a real person	User
Computer Player	A player controlled by the system AI	AI Player
Difficulty Level	The complexity setting for the computer player's AI, either Easy or Hard	AI Level
Game Turn	A single round of action where a player makes their move	Move
Game State	The current status of the game, including player positions and remaining moves	Game Snapshot
Save File	A file containing game state information for future resumption	Game Save
Color Vision Deficiency	A visual impairment affecting the ability to differentiate certain colors	CVD
Accessibility Feature	Design elements that enhance usability for players with color vision deficiency	Inclusive Design
UI	The graphical interface that users interact with during gameplay	User Interface
Session	A single instance of gameplay from start to finish	Game Session

Winning Condition	The scenario in which a player meets the criteria to win the game	Victory Condition
Networked Version	A potential future extension allowing multiplayer gameplay over a network	Online Version