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Glossary

 | CS414 Object-Oriented Design | Team Cookie-Byte

Below are terms that you will see come up in our documentation or code regarding our game.

| Term | Definition |
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| Throne | Space at the middle of the board where the King is initially placed. |
| Attack Win Conditions | King has to be captured on all 4 sides by opposing Pieces  Or the King has to be captured by the Throne Space and 3 other Opposing Pieces. |
| King Win Conditions | The king reaches one of the four corners of the board without being captured. |
| User | A Client that is registered in the system but is not currently playing a game |
| Player | A User that is within a game taking actions and making moves. |
| Pending | An invitation that has been sent but not responded to yet. |
| Active | A game that has been started but none of the win conditions have been met. |
| Finished | A game where the attack or king win conditions have been met. |
| Defense | Goes 2nd and has the King one their side. Objective is to reach one of the four corners. |
| Offence | Goes 1st and only has Rooks on their side. Object is to surround the king on all four sides. |
| Owner | The player that a certain Piece belongs to. |
| Capture | When a piece is sandwiched horizontally or vertically by two other opposing pieces. |
| Driver | A program or code that controls the communication between the UI and the Database. |
| Default Position | The very 1st Position each piece is set to in the very beginning of the game. |
| GameController | The code that controls most all the operations and logic behind the gameplay of the game. |
| To Location | The Location a Piece is moving to. Specified by Column and a Row. |
| From Location | The Location a Piece is moving From. Specified by a Column and a Row. |
| Layer/Layering | The organization of programming into separate functional components that interact in some sequential and hierarchical way, with each layer usually having an interface only to the layer above it and the layer below it. |