DATA DICTIONARY

Ricochet Robots Project

Group #6:

McDonald, Brianna
Younis, Faisal
Modi, Jinesh Piyush
Chikwati, Ngoni Nigel
Juwaheer, Yudish

TERM	DEFINITION & INFORMATION	ALIASES
Color Marker	The colour marker is the square that is placed beneath a robot at the beginning of every round. Its colour matches the colour of the robot on top of it. It is used to mark where the robots were originally while a player is demonstrating their solution.	Marker
Target Space	The target space is a space with a particular colour and pattern. Each turn, the system selects a target space and the players must move the robot matching the colour of the target space to it. One of the target spaces is also the multicoloured vortex which is a special case where any of the robots can be moved to it.	
User	The person(s) who make selection during the initialisation phase of the game. The person is responsible to choose the difficulty and number of players for the game as well other settings for setting the game.	
Player(s)	It is the person or computer entity who is going to participate in the game of Ricochet Robots.	
Robot(s)	The pieces which are going to be moved by the player during a game session. The robots are the only movable pieces in the game.	Piece