

Data Dictionary

<u>Term:</u>	<u>Definition and Information:</u>
Colour:	The colour ID of each player.
Player turn:	The position assigned to the player.
Username:	The unique ID name of the player.
Difficulty:	The difficulty level option from the game settings that players choose.
Hint:	A button that would provide the player with a hint for the next move.
Save:	A button that would allow the player to pause and continue later.
Score:	An information text bar that would be visible for the players to represent each player's score.
Quit:	A button to give the player the option to withdraw the game and quit.
Restart:	A button to give the player the option to restart the game.