Data Dictionary (Glossary)

Term	Definition/Information	Alias
AI	Computer player, implemented if there are less than 4 human players. May have 0-3.	Bot, Computer Player
AI Difficulty	AI players have two difficulty settings; Computer Easy, and Computer Hard.	Difficulty, Difficulty Level
Background Colour	The colour of the spaces between the tiles where walls can be placed. RGB format.	Bkg Colour
Board	The game board. Composed of 81 tiles in a 9x9 grid. Spaces between the tiles may hold walls.	Game board, Grid
Client	Person requesting development of this project. Dr. Hatcher.	The boss.
Color	The specific color of a game piece or UI member. (See Game Color)	
Columns	The number of tile columns. Columns = 9 for a standard game.	Cols
Computer Names	A list of pre-defined names that the system can use to assign names for computer players.	
Current Player	The player currently taking a turn.	The player.
Difficulty	Refers to how challenging the AI will play. Two settings, easy and difficult.	Computer difficulty
Game Color	The palette of colors that may be chosen by the user. Shallow customization, user selects from 3-4 general color schemes which customize all game objects.	Palette, Color scheme
Game State	A snapshot of a game in progress. Includes all game pieces and general game settings.	State

Group 8	Team members: Zach, Jon, Riya, Lau, and Owen.	
Home Base	Player's starting position.	Starting position
In-Game UI	Refers to the panel which holds the game board and in-game menus. Displayed in Main Window.	
Input Manager	A subsystem for handling all mouse input from the user. Mouse input is generally collected on the tile, and passed to Input Manager for processing.	
Instructions	Standard rules for playing Quoridor. Should be included in-game for the user.(See also: Rules).	Rules
Instructions Menu	The menu panel which displays instructions. Displayed in Main Window.	
Legal Tiles	A collection of tiles that may be used by the current player as a destination for moving.	
Load Game	The process of finding a reference to a previously interrupted game, and resuming this game for play.	
Load Game Menu	The menu panel for resuming a previously saved game. Displayed in Main Window.	
Location	The position of a game object. May refer to a game board location (ie: game piece on a specific tile) or a location within the program (ie: below Main Window, or in a particular class)	
Locked Walls	Are a collection of walls that have been placed, and may not be removed for the remainder of the game.	
Main Menu	The main menu panel. Holds links for new game, load game, instructions, and quit. Displayed in Main Window.	

Main Window	This is a JFrame which is the main container for displaying the game and UI to the player. Menus and the gameboard are shown in the Main Window.	Main frame.
Menu	UI interface for player to configure game options, or load/play/save/quit a game.	User interface, UI
Message Panel	A configurable pop-up window with short text and a button. Allows the system to communicate with the user during play.	
Move (legal/illegal)	Refers to what a player is trying to accomplish on a turn. May involve moving the pawn, or placing a wall. May be legal or illegal.	
Name	Generally refers to the player's name. This is customizable at start of game.	
New Game	A fresh game between 4 players, no game pieces currently in play.	
New Game Menu	The menu panel for starting a new game. Displayed in Main Window.	
Next Player	A player. When play resumes, this player is the next-to-play.	
Path	The route a player has taken (or is trying to take) on the way to the goal.	Route
Paused	During certain phases of game play, the game can be paused. This refers to locking the player controls for moving/placing, and only allowing input on menu interfaces.	i
Pawn	The player's game piece. Moves along tiles during turns.	
Permissible Moves	A collection of all legal moves a player may make on their turn.	
Player	The person, or possibly AI, playing the game.	Human, Computer, AI, User

Player Colour	The colour of the player icon.	
Quit Menu	Allows user to quit game. Displayed in Main Window.	
Quoridor	The represented board game. Four players (at least one human) compete to win on a 81-tile grid.	Game, program, system.
Rows	The number of rows of tiles. Rows = 9 for a standard game.	
Saved Game	A game state that has been previously stored and can be loaded into the system for continuation of play.	Save, Save file.
Settings	Options which are available for customization in the main menu. Includes number of players, AI difficulty, color scheme.	
System	The program which will emulate the Quoridor board game as per client instructions.	Game, Program
Temporary Walls	During a turn, a player may mouse-over the board to view potential wall placement. These walls are temporary, and become final when the player clicks the mouse button.	
Tile	A square unit, composed of a center panel (where player moves), and surrounded by border panels (where walls are placed). Standard game has 81 tiles.	Square
Tile Colour	The colour of the 81 tiles in the game, specifically the center panel (a portion of the tile) that the player moves on. RGB format.	
Tile Height	The height of a tile in pixels.	
Tile Width	The width of a tile in pixels.	
Turn	An unlimited amount of time allotted for a player to make a move. Turns are ordered, and turn passes to next player after	Go

	completion of a legal move. Turns stop when a player wins, or game is interrupted.	
Turn Order	A set of numbers from 1-4, the order of which has been randomized before starting the game. Determines order of play.	Player ID List.
User	A person interacting with the system. Generally (but not necessarily) a player.	Player
Wall	A game piece that may be placed by a player during a turn. Intended to slow the advance of opposing players. Each player starts with 5.	
Wall Colour	The colour of the walls placed by players. RGB format.	