

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
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)	
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 positions of 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
Instructions	Standard rules for playing Quoridor. Should be included in-game for the user.(See also: Rules).	Rules
Load Game	The process of finding a reference to a previously interrupted game, and resuming this game for play.	
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)	
Menu	UI interface for player to configure game options, or load/play/save/quit a game.	User interface, UI
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.	
Path	The route a player has taken (or is trying to take) on the way to the goal.	Route
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
Quoridor	The represented board game. Four players (at least one human) compete to win on a 81-tile grid.	Game, program, system.
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
Turn	An unlimited amount of time allotted for a player to make a	Go

	<p>move. Turns are ordered, and turn passes to next player after completion of a legal move.</p> <p>Turns stop when a player wins, or game is interrupted.</p>	
User	<p>A person interacting with the system. Generally (but not necessarily) a player.</p>	Player
Wall	<p>A game piece that may be placed by a player during a turn.</p> <p>Intended to slow the advance of opposing players. Each player starts with 5.</p>	