

Glossary

Definition	Related terms:
Administrator (AKA Admin): An authorized individual responsible for creation/maintenance of authenticated users, tournaments, game modules, and all other configurable aspects of the system.	Authenticated User, Tournament, Game Module
Admin Portal: The page in the BotBattleApp that allows administrators to manage the system's tournament, and game module.	BotBattleApp, Admin
Bot: A computer program meant to play a game.	Game
BotBattleApp: A web application that provides public access to the test arena, and authenticated access to active tournaments.	Test Arena, Tournament
Database: Stores information about Users, Game Modules, Tournaments, and current connections to the Test Arena.	User, Game Module, Tournament, Test Arena
Enter Tournament Page: The page in the BotBattleApp that is used by logged in students to upload their bot to a tournament they are enrolled in.	BotBattleApp, Student, Bot, Tournament
Game: The game implements a predefined IGame interface in order to handle the verification of game moves fed to it by players (students or bots), tracks the state of the game, determine when win or loss conditions are met, and generate the board data to send to bots and the HTML to display the game board to the User.	IGame, Player, Student, Bot, User
Game Instance: This represents a currently running or already run game. This may include Bot vs Bot or Bot vs. Human. Consists of the two Players, and a Game.	Game, Bot, Player, Game
Game Module: Stores metadata about a Game in the system. Including the name of the Game, the location to the Game's source code, compiled class file, and rules PDF. In addition this stores an integer defaultMoveDelay that is the amount of time in milliseconds between each turn when playing back the game.	Game
Game Manager: The external java application that is invoked by the BotBattleApp to run the Test Arena and Tournaments. This program will use Java Reflection to dynamically load a class that implements the IGame interface at runtime. If a tournament has been ran the main output is a	BotBattleApp, Test Arena, Tournament, IGame,

complete View Tournament Website for that tournament. If a test arena instance has been run the output will be streamed through System.out back to the BotBattleApp where it will be processed and displayed to the public user.	View Tournament Website, Public User
Initial Configuration Page: The page in the BotBattleApp that is used to set up system wide parameters for the BotBattleApp such as the database url, initial authenticated users, initial tournament, and initial game module upon system startup.	BotBattleApp, Database, Tournament, Game Module, Authenticated User
Login Page: The page in the BotBattleApp that is used by authenticated users to authenticate against the database and login	BotBattleApp, Authenticated User
Public Portal: The page in the BotBattleApp that is the home page for an unauthenticated user. Allows anyone to access the Test Arena and Login Page. In addition a link to the ViewTournamentPage of the system's tournament is provided once atleast the first round has been made public.	BotBattleApp, Test Arena, Login Page
Player: A Student or a bot that participates in a Game Instance	Student, Bot, Game Instance
Authenticated User: Admin or a student enrolled in a tournament.	BotBattleApp, Admin, Student, Tournament
Public User: A user that isn't logged in.	N/A
Student: A PSU computer science student.	N/A
Test Arena: The page in the BotBattleApp that is used by public users to test and debug bots within the system. Allows users to both play against their bot themselves or to upload two bots and have them battle each other. Users will be able to see all moves their bots make and be able to send debugging output to the browser through the bots stderr stream.	BotBattleApp, Bot, Public User
Tournament: A tournament will be a collection of bot vs. bot game instances, segmented in such a way to find the "best" bot by competing those bots against each other in a game instances.	Bot, Game Instance
User: Administrator or student or public user.	Admin, Student, Public User
User Management Page: Each tournament will have its own user management screen from which the admin can add and delete individual students from the tournament's roster. A student on the tournament roster is considered an authenticated user.	Tournament, Student, Authenticated User
View Tournament Website: Each time the GameManager runs a Tournament it generates a completely self-contained website used for	GameManager, Tournament, Admin,

viewing the tournament. This website defaults to private, meaning that only the administrator can access it through their Admin Portal. The admin may choose to publish this ViewTournamentWebsite round by round. At which point it will be viewable through a link from the public portal	Admin Portal, Public Portal
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