

## Glossary

### Action

The result that should occur in your game code following an event. The 'What' and the 'When'.  
*i.e. Event = When I press this key*  
*Action = Jump in the air.*

### Action (Genre)

A game with physical challenges (e.g. hand-eye coordination and reaction time).

### Arcade (Genre)

Fast-paced action game that often relies on hand-eye coordination.

### Bug Test

Session time planned to play your game and identify problems with your game. Also known as 'Play test'.

### Console

The generic term used to describe a dedicated gaming device.  
*e.g. PlayStation, Xbox, Atari.*

### Environment

This term can be used for two parts of the game. How the environment design looks visually i.e. the terrain, colours, sky etc. It can also explain how the player interacts with the world environment  
*i.e. gravity works upwards.*

### Event

The 'When' moment in the game's code that will produce an 'Action' or result.  
*i.e. Event = When I press this key*  
*Action = Jump in the air.*

### Game Mechanics

The term used to describe the programming of the game rules, player movement and interaction with the game.  
*i.e. Mechanism (Turns, points, movement, dice, risk, reward etc), Victory (Goal, race, territory, loss avoidance etc)*

### Gameplay

The term used to explain the specific way the player interacts with the game. I.e. the rules, the challenges, the plot and how the player connects with the game.

### Glitch

A term for problems identified when bug testing. Can include coding, animation and gameplay issues. A glitch can sometimes turn out to be a good thing and become a new feature!

### Goal

The term used to explain what the player must do or complete to win the level of the game, or collectively the overall game. e.g. Collect all the jewels in the level and make it to the exit without losing any.

### Inventory

The overall name for the collection of multiple items the player has stored through playing.

### Level Design

The term for mapping out the layout of the game's levels, including where elements such as obstacles, collectables and the goal are placed.

### One-touch gameplay

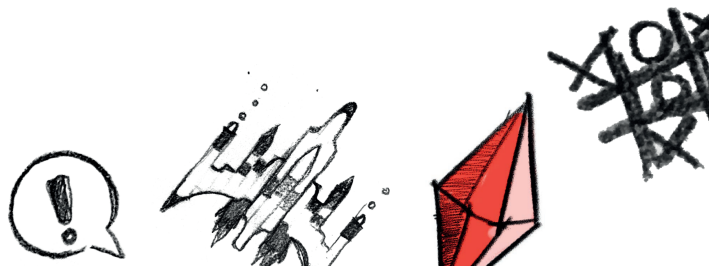
A term used for a style of game mechanic. Most commonly used in mobile games, describing the player controlling the game by only needing to press the screen once.

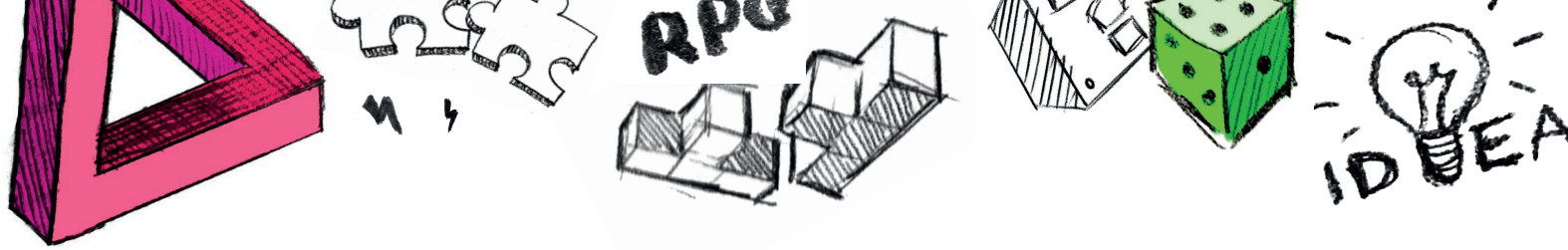
### Platform

The item of technology that you are intending to build your game for.  
*e.g. PC, Console, Mobile etc.*

### Role Playing Game (RPG)

A genre of gaming where the player assumes the role of a character to interact within the game's imaginary world.





## Glossary Terms

### Strategy (Genre)

A game focused on skilful thinking and planning.

### Quality Assurance (QA)

The term used for playing the game to ensure the quality and playability e.g. playing the game looking for bugs and suggesting refinements.

### Simulation

The term for a genre of games aiming to simulate real life or fictional reality.  
e.g. *Flight, management, life and sports.*

### Source Code

The text written commands produced by the programmer that can be read by the computer to run the game.

### Endless Runner

A style of gameplay where the level never seems to end. The level keeps going with more obstacles being produced for the player to overcome. Progression in this style of game is based commonly upon highscore.

### User Interface (UI)

The term used to describe how the player interacts with the game, and how the player receives feedback on their interaction with the game.  
i.e. *menus, lives and health display*

### User Experience (UX)

The term used to describe designing a game with the player's experience in consideration.  
e.g. *does it make sense, is it fun and feel natural?*

### Moodboard

A method for collecting visual ideas for the game through a collection of pictures from multiple sources e.g. magazines, films, comic books, other games etc.

### Concept Art

A form of visual design used to demonstrate ideas for the visual elements of the game. These are not necessarily the final designs but the pathway to the final images.

### Sprite

The term used to describe a 2D image in games development and design. This could be a character or an object.

### Model

The term used to describe a 3D object in game development and design.

### Visual Style

The term used to explain the overall visual design of the game that ties together the look of all elements.  
e.g. *Abstract, Realistic, Low Poly, Bright, Dark, Colourful etc*

### Frame Rate

The frequency (rate) at which an imaging device displays consecutive images. We measure this in how many frames per second. e.g. 30 frames per second (FPS)

### Heads Up Display (HUD)

The term used to describe the method for feeding back information to the player about their progression and status in the game.  
Can also be know as the feedback interface.  
e.g. *lives, health, items, score etc*

