

WORD BOOK

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Player:

A “player” is referred to as the pad the human-player controls.

N-side:

The side N refers to the surface on that side of the object.

Wall:

Boundary for the playing area.

Pad / Paddle:

The object that a player uses to rebound the ball.

Pad Front / Front Pad / Front:

The side of a pad that is facing towards the opponent.

End side:

Left or right wall.

Brick:

A breakable object usually located in the middle section of the playing area.

Power-up:

A temporary status effect that is applied to a player after it has been collected, the effect can be positive or negative.

Indie-game:

General term used in the industry, used to describe a game made by a small game-studio, usually with low development cost.

Game-session:

One playthrough of the game.