WORD BOOK

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Player:
 A "player" is referred to as the score and the pad the human-player has/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 ues to rebound the ball.

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.

Board:
Used to be a Level, it's the collective name of everything that is on the screen during a game-session, i.e "This Board contain 2 Bricks, 1 Ball and 1 Pad". It can also refer to the class with the same name