

Rokue-Like Glossary

Version 1.0

Revision History

Version	Date	Description	Author
1.0	Nov 18, 2024	First draft for Rokue-Like game glossary.	GoGirls

Definitions

Term	Definition and Information
Hero	The player character who explores the halls, collects runes and enchantments, and avoids monsters.
Lives	The Hero's number of attempts to fail. The Hero fails, i.e. loses a life, when he/she gets defeated by a Monster.
Inventory (Hero's Bag)	Collected Enchantments that the Hero carries and can activate during gameplay.
Hall	A level or room in the dungeon where the Hero searches for runes and encounters monsters.
Door	The transition to the next Hall. Unlocks when the Hero finds the Rune in the current Hall.
Hall of Earth	The first Hall where the Hero begins their journey. It contains 6 objects and a rune that must be found to proceed to the next Hall.
Hall of Air	The second Hall which contains 9 objects and a rune that must be found.

Hall of Water	The third Hall which contains 13 objects and a rune that must be found.
Hall of Fire	The fourth Hall which contains 17 objects and a rune that must be found.
Rune	An item required to unlock the exit to the next Hall. It is hidden in an Object.
Object	An intractable item in the Hall, which may contain a Rune or be decorative.
Timer	A countdown tracking the time the Hero has, to find the Rune and complete the Hall. If Timer runs out, the game ends. The time limit in each Hall is 5 seconds for each object present in the Hall.
Enchantment	A power-up or item that assists the Hero on finding the Rune in the current Hall. Spawns randomly every 12 seconds and disappears if it isn't collected in 6 seconds.
Extra Time Enchantment	A type of Enchantment that grants 5 extra seconds as the Hero picks it up.
Reveal Enchantment	A type of Enchantment that gives a hint about the location of the Rune in the Hall. A random 4x4 grid containing the Rune is highlighted when the Enchantment is activated.
Cloak of Protection	A type of Enchantment that hides the Hero from been seen by the Archer Monster when activated.
Luring Gem	A type of Enchantment that fools the Fighter Monster and lures it in the desired direction when activated.
Monster	An enemy type (Archer, Fighter, Wizard) that hinders the Hero's progress. All Monsters spawn randomly in the Hall every 8 seconds.
Archer Monster	A type of Monster that attacks the Hero from a distance using projectiles, covering a range of 4 squares.

Fighter Monster	A type of Monster that stabs the Hero in close combat, covering a range of 1 square.
Wizard Monster	A type of Monster that doesn't attack the Hero but instead teleports the Rune in the Hall randomly every 5 seconds.
Build Mode	The mode where the player designs the interior layout of the Halls before starting the game. This includes placing objects within the Hall grid according to the game's rules.
Play Mode	The main gameplay mode where the Hero explores the Halls, interacts with Objects, collects Enchantments, avoids Monsters, and searches for Runes to progress through the dungeon.
Game System	The system managing gameplay, including Hall transitions, time limits, game rules, etc.