**Glossary**

**Account** - the collection of user information for an individual customer.

**Account Settings** - the settings created by the user on his/her account. Includes both the user’s username and password and can be altered by the user at any time. The user will also have the option to recover a lost username or password if he/she forgets his/her username or password.

**Admin Account** - an account with elevated privileges to a group that is able to add/modify questions asked by the game.

**Customer/User** - the target audience for this game will be those who are willing to learn computer science concepts better and to be able to learn how to better problem solve.

**Database Management System** - optimizes the database to work as efficiently and smoothly as possible.

**Game** - the programming contest game, where players can have two different modes: practice or versus.

**Global Leaderboard** - compares the scores of everyone who is competing in the game.

**Group** - people who are playing the game with one another, such as a class, a club, or a group of friends. A group admin can modify the settings of their respective group.

**Group Leaderboard** - compares the scores localized to the members in a group.

**Group Settings** - allows the group admin account to change the settings of the group that he/she is hosting.

**Master Account List** - where all of the usernames and passwords will be stored for everyone who is playing the game. This will utilize a modern encryption algorithm to protect every user.

**Master Group List** - where all of the existing groups and associated data will be stored.

**Mobile Application** - an application for Android and iOS users to be able to connect to the server and pull specific information off of it, such as both of the leaderboards. Will also give the ability for the user to be able to change his/her username and/or password.

**Practice** - a calm environment where the player can sharpen his/her programming skills to be able to play competitively or to get better at computer science concepts in general.

**Server** - where the game and contests will be hosted. The game will be a web application on a server.

**Stats** - the collection of data related of a user’s individual achievements.

**Versus** - the player competes with others in a programming contest to see who can come up with the best solution to a problem in the shortest amount of time.