Saboteur Simulator

Glossary

Version 2.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 18/03/2016 | 1.0 | Added few glossary terms | Iulia Ungur |
| 27/05/2016 | 2.0 | Added new terms on existing format | Iulia Ungur |
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Glossary

# Introduction

Presents the noteworthy terms and their definition, format and validation rules if appropriate.

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Dwarf | player that has the target to reach the gold | initially set role | Reached gold card within 30 moves. |
| Saboteur | player that has the target to stop the dwarfs from getting the gold | player can act like a saboteur – not a set role | Road path is blocked and gold can’t be reached or 30 moves have passed. |
| Gold | card set at 7 card distance from initial start point | area on map | Random card chosen from 3 cards, from which 2 are regular roads. |
| Lobby | Start window in which a user can create or join a game | form | at least 1 game created for join;  3 second ping for refresh;  unique names for players |