**Enemy, fiende** - Thing that needs to be killed before it reaches the end of the path.

**Player, spelare** - The person that plays the game.

**Path, väg** - The path that the enemies follow across the map.

**Map, karta** - A top down representation of a map. Contains a path and a build area.

**Game over**- The player’s game session ends if the player has no more lives. Prompts the user to play the same map again or to select a new map.

**Tower, torn**- An automated sentry-like object which shoots and damages enemies. Is bought by the player and can be upgraded by the same person, these actions requires money. Can only be placed in the build area of the map.

**Money, pengar**- Money is used to upgrade or buy towers. The player gets money from defeating enemies.

**Status effect** - an effect that changes the status of an enemy

**Spawning -**  Term used to describe instant creation of enemy units

**Lives, liv -** the amount of lives the enemy and player has

**Price, pris** - The amount of money a tower costs to buy

**Reward, belöning**  - The amount of money a player gets when an enemy is killed