Glossary

Start Screen - The first screen the player is introduced to. It can take them to settings or start the game

Settings - The screen where you can change sound volume and other controls

Level - contained section of the game with predetermined difficulty and flow (e.g. Level 1 - easy difficulty)

Enemies - individual entities that attack the hero

Map - Determined area where the hero can move

Health - an attribute of the hero and enemies that decreases with hits, if it reaches 0 the game is over, or you must go back to the start of the level

Destroy - When the hero shoots an enemy to where the enemy's health is 0

Level Completed screen - A screen that tells the player a level is over

Quit Button - Allows the player to leave the game

Next Level Button - brings the player to the next level

Weapon Upgrade Screen - Screen that lets the player change attributes about their weapon (making it shoot faster/ farther)

Pause Button - Stops all gameplay

Menu - A screen that shows upon pausing that shows the player a settings button and a quit button.

Hero - Controllable entity that is able to move and shoot,

Shoot - an attribute of weapon, when a weapon is shooting and hits the hero or an enemy, its health decreases

Coins - entities that drop upon a player destroying enemies. Can be collected to upgrade or buy weapons

Bullet - an entity that leaves a weapon with certain velocity and rate. If it hits an enemy or the hero, health is decreased

Weapon - what the hero uses to fight enemies. It uses bullets and can be upgraded with coins