Find here some terms and definitions

Game Mechanic

Is the core of your gameplay. It's what is left when all of the visuals, story and sound are stripped away. It is usually what the player must do to progress the game. I will list some games and their core mechanics:

Final Fantasy - Fighting
Call of Duty - Shooting
Civilization - Choosing the right strategy
Chess - Placing the figures accordingly
Minecraft - Crafting

Some games have multiple mechanics:

Pokémon - core mechanic: fighting - side mechanics: petting, puzzle, beauty contests
Catherine - core mechanic: solving puzzles - side mechanics: dialogue
Papers please - core mechanic: examine documents - side mechanics: taking care of family

Prototype

A prototype is a playable concept of your game. It's like a first sketch of a car which is going to be redrawn, build as a model and constructed until you have the finished product. The prototypes in this case are all the sketches and models until the you have the finished car. All sketches, paper models and digital versions of your game are prototypes.

Interval

"A space between objects, points, or units, especially when making uniform amounts of separation." (Wordnik,16.04.2020)
Interval in this set means the interrelation between high to low amount of interaction between players and game.

Game experience

"I define "game experience" as the mental and therefore subjective experience that is created by a particular game." (Games and Rules)
This can be anything: Traveling in a bus with your friends, racing with your office chair against others, answering spam mails, waking up at 1 p.m. on a sunny Sunday afternoon etc.

Moodboard

"A mood board is a type of visual presentation or a collage consisting of images, text, and samples of objects in a composition. It can be based upon a set topic or can be any material chosen at random. A mood board can be used to convey a general idea or feeling about a particular topic." (Wikipedia, 16.04.2020)

Iteration

Iteration is the loop of your process.