Glossary

Group: Group 9

Hero: A character that is controlled by the player. Can move in 4 directions on the grid, pick up enchantments, and use enchantments

Enchantments: Items that appear with random type and at random location in the halls with a fixed time interval. They can be picked up, used by the Hero immediately, or stored in the Inventory for later use. Includes Reveal, Cloak of protection, luring gem, extra life and extra time

Monsters: Enemies encountered in the play mode. They aim to stop players from finishing the game. Includes archer, fighter, and wizard.

Rune: An item that is found in one of the chests of every hall of the game. The hero needs to pick up this item in order to complete the hall and the game

Halls: Levels in the game. Halls are created by the player in the Building mode. Includes Hall of Earth, Hall of Fire, Hall of Water, and Hall of Air.

Building Mode: The game starts with building mode. The player creates Halls of the game in this mode

Play mode: It starts after Building Mode. It is the mode where the hero encounters Monsters, and collects Enchantments and runes.

Inventory: This is the place where some type of Enchantments are kept. The player can use enchantments if they have them in their inventory.

Reveal: One of the enchantments in the Halls. Can be used by pressing **R**. Highlights a 4x4 square one of which contains the rune.

Cloak of protection: One of the enchantments in the Halls. Can be used by pressing **P**. Hides the Hero from the archer monster for 20 seconds.

Luring gem: One of the enchantments in the Halls. Can be used by pressing **B**, then pressing one of the following buttons: **W A S D**. Luring gem is thrown based on the direction of the pressed key. Used to fool the fighter monster

Extra time/Extra life: Two of the enchantments in the Halls. Adds 5 seconds to the timer/ an extra life respectively.

Timer: a countdown that indicates the remaining time to complete the Hall. If it is zero, game is over and player loses the game

Archer: A type of monster that appears in the Hall and shoots an arrow every second. Needs to be near the hero to shoot him/her

Fighter: A type of monster that appears in the Hall and tries to stab the Hero with a dagger. Moves in random directions. Needs to be next to the hero to stab him/her with a dagger. Follows the Luring gem if one is present in the Hall

Wizard: A type of monster that appears in the Hall and teleports the rune every 5 seconds. Cannot move and stays where it appears

Life: Total lives of the player. If it reaches 0, the game ends and the Player loses the game.