

Glossary of Terms

- **Strength** - a listing of all power-ups that the player has currently obtained
- **Progress** - a measure of how far the player has progressed in the game. Calculated by taking the number of levels the player has completed and dividing by the total number of levels in the game
- **Basic/Complex Mechanics** - refer to game instructions for precise definition
- **Tip/Hint** - a system message shown to the user with the purpose of introducing gameplay elements
- **Powerup** - a physical boost that assists the player in finishing the stage
- **Safely terminate** - when the game successfully exits to the user's desktop without loss of data
- **Endless mode** - a game mode that provides randomly generated levels as requested by user
- **Player vision** - the view available to the player on the screen during gameplay
- **Game logic** - the core functionality of the gameplay including game mechanics
- **Game file** - a collection of data containing the game level and other required information to load game
- **Loss of progress** - a scenario in which a player's save file involuntarily undergoes a decrease in game completion percentage
- **Upbeat** - As defined by us, music in the major key, which sounds more positive than music in the minor key