Better Than Bots

Glossary

* Player – the person playing the game
* System – the game
* Save and Exit Button – a button to save the game and go back to the start screen
* Pause Screen – screen that appears when the game is paused
* Settings – aspects of the game the player can change
* Character – what the player controls
* Items – objects the character and enemies can equip, use and carry
* Loadout – an item set a character create, equip and swap
* Active Items – items that are used when the player does an action
* Passive Items – items that are always active
* Play Button – a button on the start screen to take the player to the character selection screen
* Start Screen – the first screen the player sees
* Character Selection Screen -screen that allows the player to create new characters or continue an existing character
* World – the entire are that a character can move in
* Enemies - entities that are hostile to the character
* Drop Rate – the probability that an enemy drops a certain item
* Inventory - a list of items the character has
* Equipped Items – currently equipped items by the character