*Definitions*

1. **Agriculture**: *Agriculture* is one of four *technologies* and aids the *organism* in their combat against *disasters* such as diseases and famine. *Agriculture* indirectly influences the *quality of life* of an *organism*.
2. **Architecture**: *Architecture* is one of four *technologies* and aids the *organism* in their combat against *disasters such as natural disasters*. *Architecture* indirectly influences the *quality of life* of an *organism*.
3. **Atmosphere**: The *atmosphere* of a *planet* determines how well the composition is suited for the *organism* and, combined with *distance*, they play a vital role in determining a *planet*’s *temperature*.
4. **Attribute**: An *attribute* is a characteristic for a *planet* or *organism*. *Attributes* are collected and displayed as a whole in the *information panel*.
5. **Breakthrough**: A *breakthrough* is part of the *mechanic events* and is Project Stars approach to simulate reality by adding the randomness and unpredictability of daily life. *Breakthroughs* have positive effects on the *planet* and *organism*. They appear in a wide variety and their frequency and gravity depend on how many *turns* have passed.
6. **Cap**: The highest amount of *technology* points an *organism* can own. This *cap* is set at 15 for the *technologies agriculture*, *architecture* and *medicine*, and is set at 30 for the *technology engineering*.
7. **Disaster**: A *disaster* is part of the *mechanic events* and is Project Stars’ approach to simulate reality by adding the randomness and unpredictability of daily life. *Disasters* have negative effects on the *planet* and *organism*. They appear in a wide variety and their frequency and gravity depend on how many *turns* have passed.
8. **Distance (from star)**: The *distance* between a *planet* and a *star* is set by Project Stars to be between 15,0000,000 km and 360,000,000 km.
9. **Engineering**: *Engineering* is one of four *technologies* and aids the *organism* in their combat against *disasters*. *Engineering* directly influences the *quality of life* of an *organism* and is a major component of the *progression mechanic*.
10. **Event**: An *event* is Project Stars approach to simulate reality by adding the randomness and unpredictability of daily life. *Events* can occur as being beneficial or harmful to the *planet* and *organism*, the former being a *breakthrough* and latter being a *disaster*. A full list of all *disasters* and all *breakthroughs* with their corresponding effects can be found at *x*.
11. **Goal**: The *user*’s *organism* has successfully survived and reached another *planet*, if and only if it reaches a *progression* of 1000.
12. **GZ** *or* **Goldilocks’ Zone**: The *Goldilocks’ Zone* -- or in short *GZ* -- is a zone at a set *distance* from its *star* that has (easy) optimised *planet attributes* for an *organism*’s survival. Project Stars’ *GZ* starts at 135 million km and ends at 180 million km, with its centre set at 150 million km.
13. **Home Planet** *or* **Main Planet**: The single *planet* that is inhabited by the *organism* whom is trying to escape said *planet* and near-imminent destruction.
14. **Information Panel**: The *information panel* collects and displays all *attributes* for a *planet*. The *main planet* displays its own *attributes* as well as its *organism*’s *attributes*.
15. **Landmass**: The *landmass* of a *planet* is a value between 10 and 100, and is defined as the percentage of land on a *planet*. The complement of *landmass* would be the percentage of water on the *planet*. *Landmass* is one of the *planet attributes* that is used to calculate the *usable landmass* of a *planet*.
16. **Landmass (usable)**: The amount of *usable landmass* of a *planet* is a percentage value calculated through the total *landmass* of a *planet*, the *technology* level in *agriculture* and the *technology* level in *architecture*.
17. **Main Planet** *or* **Home Planet**: The single *planet* that is inhabited by the *organism* whom is trying to escape said *planet* near-imminent destruction.
18. **Mechanic**: A mechanic is a construct of rules or methods designed for interaction with the simulation, thus providing progression throughout said simulation. Different theories and styles with relation to the mechanic differ as to their ultimate importance in the simulation.
19. **Medicine**: *Medicine* is one of four *technologies* and aids the *organism* in their combat against *disasters* such as diseases. *Medicine* directly influences the regeneration of the *population health* of an *organism* and indirectly influences the *quality of life* of said *organism*.
20. **Multiplier**: A *multiplier* is a factor that is multiplied with a *planet attribute*, such as *usable landmass*, or an *organism attribute* such as *population health* or *total population* to either increase or decrease said *attributes*.
21. **Organism**: The *organism* is the key ingredient in the *simulation* and is what *progresses* during one-thousand years to escape its *home planet*. It is hindered by *disasters* and aided by *breakthroughs*. *User* choice also impacts the *organism*'s well-being (*see more at*: *population health* and *quality of life*).
22. **Planet**: A *planet* is part of the *star system* and has five characteristics or *attributes* that define what it is like: its (1) planet name, (2) *distance*, (3) *atmosphere*, (4) *landmass*, (5) *temperature* and its (6) *planet quality*.
23. **Planet Quality**: The *quality of a planet* is a value (score) between 0 and 100 that indicates how well-suited a planet is to be inhabited by an *organism*. It is initially presented to the user in an effort to guide them in their (easy) selection of a *main planet*. The quality of a *planet* is determined by the amount of *landmass* and its average surface *temperature* (which is determined through *distance* and *planet radius*).
24. **Population (health)**: The *population health* (0-100) of an *organism* is an indicator for its well-being and its regeneration is dependent on the *technology* level in *medicine*. It is possibly negatively affected by the health *multiplier* as a result of *disasters*. *Population health* is visually represented by a keyword that is determined as followed: *100-70: Healthy*, *70-40: Average health*, *<40: Bad health.*
25. **Population (total)**: The *total population* of the *organism* is the total amount of species of said *organism* that are living on the *main planet*.
26. **Progression**: The *progression* mechanic is what indicates the *organism’s* level of sophistication on a scale of 0 to 1000 and is what ultimately leads to the *organism*’s escape from its *home planet* -- in other words the successful finalisation of the *simulation*. If the population is not on the decline, the *progression* is dependent on the *technology* level in *medicine, architecture, engineering, life quality* and the *total population*. However, in a scenario where *population* has decreased in relation to the previous *turn*, *progression* is dependent on *life quality* and the difference in *population* between this *turn* and the previous. *Progression* is visualised as a progression bar that tells the *user* what the total *progression* is and how much *progression* will be gained or lost upon ending the current *turn*.
27. **Quality of Life**: The *quality of life* (also referred to as life quality) is the combination of the *usable landmass*, average surface *temperature, population health* and the *technology* level in *engineering*. This *life quality* is a factor that is used to calculate the *total population* for the *organism*.
28. **Radius (planet)**: The *radius* of a planet is determined through the *distance* of the *planet* to its *star*, but it is only used in the GUI to draw the planets.
29. **Research (focus)**: An *organism*’s *research* is a way to passively gain a point in a particular *technology* every five *turns*.
30. **Rings (planet)**: A *planet ring* is a possible location for a *planet* around its *star*. Project Stars has a set total of eleven *rings* that it chooses at random *distances* from the *star*, but allows for expandability for even more *rings*. The *user* is guaranteed to have at least 3 *rings* (or possible *planet locations*) in the *GZ*.
31. **Simulation**: Project Stars is a *simulation* that shows the user’s *organism’s star system* and the *progression* that is made by the *organism* towards its ultimate *goal*.
32. **Star**: The *star system*’s *star* is the *organism’s* driving force before behind the reasoning to escape its *planet*. In precisely one-thousand years, it will engulf the *planet* in massive amounts of solar winds and solar radiation, annihilating anything that lives.
33. **Star System**: A *star system* is the environment in which the *simulation* takes place. It contains a single, near-death *star* and a number of *planets* between 5 and 7.
34. **Technolog**y: *Technology* is the *mechanic* that protects the *organism* from complete annihilation. There are four technologies: agriculture, architecture, medicine and engineering *(see more at: medicine, agriculture, architecture, engineering*). At the start of the *simulation*, the *user* is allowed twelve points which can be spent on the three first technologies to their heart’s content. *Technology* can be advanced passively via the *mechanic research* focus every x amount of turns or via a *Breakthrough*.
35. **Temperature (surface)**: The *surface temperature* of a planet in °C is defined per formula using the *distance* between star and planet, and the planet’s *atmosphere* quality.
36. **Turn**: Project Stars limits the amount of turns to 100, which means that each *turn* is equal to exactly 10 years. A *turn* is the mechanic of continuing in the *simulation* and progressing through the one-thousand final years that the *organism* has to escape its *home planet*.
37. **User**: The *user* is the person who chooses the main planet, spends the initial twelve *technology* points and takes critical decisions before, during and after *disasters* and *breakthroughs* which both alter the *progression* speed of the *organism* through *technologies*.