

Glossary

This glossary provides definitions of key terms, concepts, and entities used in the Rokue-Like game project, ensuring consistent understanding throughout the project.

Actors

- Hero (Player): The primary actor who interacts with the game system. The hero's goals include exploring halls, collecting runes, avoiding monsters, and using enchantments to progress through the dungeon.

Use Cases

- Start Game: Starts the Build Mode from the main menu.
- View Help Screen: Displays the game instructions and tips for the hero.
- Exit Game: Exits the application.
- Build Map: Allows the player to place objects in the halls during the build mode.
- Enter First Hall: The action of starting the game by entering the initial Hall of Earth after Build Mode.
- Move Hero: Enables the hero to navigate through the hall using directional controls.
- Check for Rune: Action performed by the hero to search for the rune by interacting with objects.
- Unlock Door: Opens the exit door of a hall after the rune is found.
- Exit Hall: Action of moving to the next hall after opening the door.
- Control Game: A higher-level use case that encompasses:

- Pause Game: Temporarily halts gameplay.
- Resume Game: Resumes the game after pausing.
- Return to Main Menu: Allows the player to leave the game and return to the main menu.

Game Objects

- Rune: A hidden object within a hall that the hero must find to unlock the exit door.
- Object: Generic term for items or elements in a hall that can be interacted with (e.g., furniture, containers).
- Timer: A countdown timer that limits the amount of time the hero must find the rune in a hall.
- Hall: A distinct area in the dungeon. Each hall has a unique theme and a set of objects where the rune may be hidden.
 - Hall of Earth: The starting hall, requiring the player to find the first rune.
 - Hall of Air: The second hall.
 - Hall of Water: The third hall.
 - Hall of Fire: The final hall.
- Inventory/Bag: The hero's storage for storable enchantments like Cloak of Protection, Reveal, and Luring Gem. Items in the inventory can be used later at the hero's discretion.

Game States

- Game Over: The game state when the hero either loses all lives or fails to find the rune within the time limit.
- Victory: The game state achieved when the hero finds all the runes and exits the dungeon.

Monsters

- Archer Monster: A monster that shoots arrows every second. It can harm the hero if the distance between them is less than four squares unless the hero is wearing the Cloak of Protection.
- Fighter Monster: A melee monster that can attack the hero with a dagger when adjacent. It can be distracted using the Luring Gem.
- Wizard Monster: A magical monster that teleports the rune to a random location every 5 seconds. It does not attack the hero.

Enchantments

- Collect Enchantment: General action for obtaining any enchantment.
 - Collect Extra Time: Collects an enchantment that immediately adds 5 seconds to the timer for the current hall.
 - Collect Extra Life: Collects an enchantment that immediately increases the hero's life count by one.
 - Collect Storable Enchantment: Collects an enchantment that is stored in the hero's inventory for later use, such as:
 - Cloak of Protection
 - Luring Gem
 - Reveal
- Cast Inventory Enchantment: General action for using a storable enchantment from the hero's inventory:

- Cast Cloak of Protection: Makes the hero invisible to Archer Monsters for 20 seconds.
- Cast Luring Gem: Throws the gem in a specific direction to distract Fighter Monsters.
- Cast Reveal: Highlights a 4x4 region where the rune is located for 10 seconds.

Game Modes

- Build Mode: A mode where the player designs the layout of each hall by placing objects before starting gameplay. Each hall has minimum object requirements:
 - Earth Hall: At least 6 objects.
 - Air Hall: At least 9 objects.
 - Water Hall: At least 13 objects.
 - Fire Hall: At least 17 objects.
- Play Mode: The main gameplay mode where the hero explores the halls, collects runes, avoids monsters, and uses enchantments.