

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.
- **Move Hero:** Enables the hero to navigate through the hall using directional controls.
- **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.
- **Check for Rune:** Action performed by the hero to search for the rune by interacting with objects.
- **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.
- **Exit Game:** Exits the application.

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.