**Glossary**

**Revision History**

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| **Version** | **Date** | **Description** | **Author** |
| Inception Draft | Sep 20, 2018 | First Draft. To be refined during elaboration. | Eric Guzman,  Mike Peralta, Alessandro Quezada |
| Elaboration Phase | Oct 25, 2018 | Removed skins term and added Flagged and UI. | Eric Guzman |
| Elaboration 2 | Dec 11, 2018 | No new terms to add. Corrected font and font size for 2nd half of list. | Eric Guzman |

**Definitions**

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| --- | --- | --- | --- | --- |
| **Term** | **Definition** | **Format** | **Validation Rules** | **Aliases** |
| **Player** | The user that is using the system. |  |  |  |
| **Good Player** | A Player that adheres to rules and guidelines, and the general expected parameters of the system |  |  |  |
| **Bad Player** | A Player that behaves in a way that is contrary or outside the terms of what is considered a Good Player; ie A Player who cheats |  |  |  |
| **Admin** | Person with the ability to modify the game or players (?) |  |  |  |
| **HAACS** | Heuristic Algorithmic Anti-Cheat System |  |  |  |
| **False Positive** | A error in one of our algorithms (typically HAACS) that incorrectly identifies a Player as a Bad Player, and flags them for review, when in fact they are actually a Good Player. |  |  |  |
| **Account** | Database record(s) that capture the sum of a user’s data (personal data, gameplay stats, flags, etc) |  |  |  |
| **Replay** | Captured data representing the entirety of a game played (positions, decisions, chats, scores, etc) at all times of a game, such that a Player can watch a game that has taken place in the past. |  |  |  |
| **Life Count** | The player typically starts with 3 lives. When the player’s ship is destroyed, the Life Count is decremented by 1. If the Life Count is 0 and the player’s last ship is destroyed, the game ends. |  |  |  |
| **Power Up** | An Item that is used by the player that gives the player an edge against the system.. |  |  |  |
| **Consumable** | When an item is used once, it is no longer available. |  |  |  |
| **Friends List** | A list that links a player to zero or more other players in the game who they consider a “Friend”. The list will allow them to communicate and locate each other easily |  |  |  |
| **Gun Ship** | Player controlled object that shoots bullets. |  |  |  |
| **Asteroid(s)** | Objects that the Player is going to be shooting at, these objects are the things that deal damage to the gun ship. |  |  |  |
| **System** | Is the asteroids game. |  |  |  |
| **Flagged** | It is placeholder that is attached to a player that has been accused of cheating. It is also given by the system if it suspects a cheating player. |  |  |  |
| **Weapon** | Upgradeable objects that are used by the gunship and are used to deal damage to the asteroid. |  |  |  |
| **Cheating Player** | A Player that has actively cheated within the gameplay. |  |  |  |
| **UI** | User interface that the actor is going to interact with the entire time. |  |  |  |
| **Store** | Is a a place in the application where players will be able to purchase Power Ups and Skins |  |  |  |
| **Logging** | Saving performance and error data in the database. |  |  |  |
| **Rect** | Convenience class to help manage actor rectangle boundaries and collisions |  |  |  |
| **Factory** | PAckage that creates all of the packages that the system uses. All Packages have their own version of a Factory. |  |  |  |
| **AUTH\_ATTEMPT** | Just holds one authentication attempt; Is "sent to server" |  |  |  |
| **AUTH\_STATE** | Information about the current authentication state |  |  |  |
| **HACCS\_REPORT** | Stores any hacking information on Players that were flagged by the system. |  |  |  |
| **HACCS\_REPORT\_ACTIVITY** | Data structure class that contains a description of one suspicious activity |  |  |  |
| **ServerUpdater** | Update the server. |  |  |  |
| **Payment\_helper** | Class that lets you make payments. |  |  |  |
| **POWER\_UP\_ADDED\_INFO** | Information what powerup was just added to your account |  |  |  |
| **Databaser** | Class used to be able to manipulate the database. |  |  |  |
| **ClientTextUI** | Interface to the main client text user interface; Just runs, basically |  |  |  |
| **ServerTextUI** | Main interface to the server's text user interface; Just runs |  |  |  |
| **DisplayGrid** | Class to help translate and render actors and stuff from the virtual game board, to actual ASCII graphics that can be seen |  |  |  |
| **ServerDaemon** | **Server** daemon that would eventually listen for and service network requests (from client or local or whatever). Currently does nothing |  |  |  |
| **Vector** | Simple class to store 2D vector and rotation, to lend physics to game actors |  |  |  |
| **Game** | Asteroids game and game mechanics. |  |  |  |