The Worst of Friends
Fireside Toolkit

Project Glossary

Project - The game being developed using the Fireside Toolkit.

Path - An object of the game. Is represented by an Image, a dialogue box, and Buttons.

Button - A Button can progress dialogue, play a sound, change Character Attributes, change the displayed Image, or move to the next Path.

Image - A picture or moving image provided by the User.

Sound - A sound file provided by the User.

User - A person developing a game using the Fireside Toolkit.

Rule - A User created condition used by the engine when the Project runs.

Character - The representation of the person playing the project, in game. Has Character Attributes.

Character Attribute - Variable used to describe the character.

Button List - A list of all Buttons in the Path.

Path List - A list of all Paths not in the Path Group.

Path Group - An object that encapsulates multiple Paths and associates weights and conditionals to each Path. It controls the flow of the game.