

Glossary

Player - the character in the game controlled by the user. They can interact with the game world in a variety of ways and are the prey of the AI

AI - the character in the game tasked with hunting down and defeating the Player. It functions using algorithms which allow it to adapt to how the Player interacts with the game world.

Activated Trap List - a data structure of Traps that is used by the AI to learn which traps it has previously activated

Material - a physical item located in the level. Players must collect materials and bring them to a weapon crafting location to build a weapon

Material Set - a set containing a set of various materials. The Game randomly selects one set from the Material Set on each instance of the game, allowing the player to build different weapons

Minor Objective - an optional objective that the player may complete. Completing minor objectives provide players with useful tools to aid them throughout the game

Player Inventory - a data structure of Materials that is used by the Player to keep track of current Materials being carried

Tool - an item the Player can use to help them, such as a radar or increased speed

Trap - a device the player can use to hinder the AI, such as damaging the AI, or slowing down the AI