**GLOSSARY**

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| **Term** | **Definition** |
| Hall of Fame | Name of the developer team |
| Rokue-like | Name of the game |
| Dungeon | A grid-based place where the game is played |
| Hero | Main character of the game played by the player |
| Hall of Air/Earth/Water/Fire | Different types of dungeons |
| Runes | Items that must be collected in order to pass the hall |
| Inventory | The place where the hero keeps all his/her items |
| Monsters | Antagonists of the game that challenges the player and damages or make the runes harder to reach for hero |
| Archer/Fighter/Wizard | Different types of monsters that have different attributes |
| Enchantments | Items that help the hero |
| Build-mode | The phase where the players design their own dungeons |
| Play-mode | The phase of the game where players try to pass the halls |
| Pause/resume | The button that helps the player to stop the game and continue later |
| Help Screen | The screen where the explanation of the game and features are written |
| The main menu | Firstly launched screen when the game is ran |
| Objects | Things that players put into dungeons in the build-mode |
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