<World Engine>

Glossary

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <02/june/17> | <1.0.> | <first version of the glossary> | <Stefanescu Marian> |
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Glossary

# Introduction

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Isometric map | An orthogonal projection of an image, made usually by rotating with a 45 degrees angle, followed by a ½ scaling in height. | Found in map at the tiles | The height must be equal with the initial height \* rotation matrix corresponding to 45. |
| Bounding box limit | The buildings have a limited building area in which they can be placed. | A list of points, and a set of constraints | If the list of points has a value which is outside the constraints min and max, the test fails. |