
Brawlers

**Arithmetic PvP
Glossary**

Version 0.1

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Glossary	Date: 06/09/2021

Revision History

Date	Version	Description	Author
06/09/2021	1.0	Initial glossary created	Aidar Khuzin Evgeny Petrashko Dmitri Shabalin Kamil Agliullin

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Glossary

1. Introduction

1.1 Purpose

The glossary contains the working definitions for the Arithmetic PvP application. This glossary will be expanded throughout the life of the project.

1.2 Scope

This glossary addresses all terms which have specific meanings for this project.

2. Definitions

2.1 Tasks

Tasks are arithmetic expressions.

2.2 Game session(room)

Each game consists of tasks the player should solve. Game session is a place where one or more players are solving tasks.

2.3 Single player mode

The game mode where the player is playing neither cooperating nor competing with other players. Usually this mode is used to improve player skills.

2.4 Multiplayer mode

The game mode where players usually compete.

2.5 Single player levels

Level is the complexity of a game session. The higher level is, the more complicated tasks are used.

2.6 Rating system

When a user plays in multiplayer mode he/she receives points for wins and loses them for defeats. Based on this a player takes some place in the rating.

2.7 Invitation

A player can invite another player to join his game session. It could be done using some link or in-game requests.

2.8 In game request

A request received in the application interface. It could be used to accept a friend or accept an invitation.

2.9 Open room

A room that is accessible to everyone.

2.10 Progress bar for a player

The bar that shows how many tasks the player completed. So players can see how fast others are doing.

2.11 In game currency(coins)

Coins that could be earned during gameplay. Possibly can be received using donations.