
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Glossary**

Version 1.0

Sir Stanley's Well Rounded Adventure	Version: 1.0
Glossary	Date: 06/10/19
<i>Sir Stanley's Well Rounded Adventure</i>	

Revision History

Date	Version	Description	Author
06/10/2019	1.0	Initial writeup.	Brooke Smith, Nick Bonavia, David Rasberry, Sellers Levy, Shane Mitchell, Westen Riley
16/10/2019	1.0	initial edit, addressing Dr. Wei's comments	Brooke Smith
20/10/2019	1.0	Added "Title Screen" and "Map Screen" to definitions	Westen Riley
20/10/2019	1.0	Added links to external references, and version control section.	Nick Bonavia

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Glossary

1. Introduction

1.1 Purpose

This glossary provides an overview of the entire document. This document is to provide terminology that is used throughout our other documents.

1.2 Scope

This glossary is being used to describe documentation and provide definitions in reference to the Global Game App.

1.3 References

- [Sir Stanley Matthews Coaching Foundation Website](#)
- Use case documentation

1.4 Overview

The following sections of the glossary contain definitions pertaining to the Global Game App and its development. In the future, it will also contain UML Stereotypes.

2. Definitions

2.1 Non Playable Character (NPC)

A character in the game that is not controlled by the player i.e. the user.

2.2 Playable Character (PC)

A character in the game that is controlled by the player i.e. the user.

2.3 Godot

Godot is a game engine that can be used to make mobile (Android, iOS, etc.) games.

2.4 Sir Stanley Matthews Coaching Foundation

The foundation that our client is working with. This organization is focused on creating opportunities for young people so that they have better access to sports no matter their financial situation.

2.5 Minigame

A simple game within our app. The mechanics of a minigame are usually simple and the duration that the player plays the game for is typically short (1-5 minutes).

2.6 Game Mechanics

Game mechanics can describe the "rules" of a game or the way the player interacts with the game to achieve some kind of goal. For example, in the Plate Game (see use case for plate game), the game mechanics would refer to how the player moves the plate at the bottom of the screen to try to catch foods that would make a balanced meal.

2.7 Title Screen

A title screen is the first menu that the user sees when they open the app. This usually contains a way to start the game, a way to change the settings of the game, and other important features that the user may need to access at one point.

2.8 Map Screen

The map screen is where the user will be able to navigate throughout our game. All of the mini-games (see above 2.5) will be able to be accessed through the map screen.

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2.9 Art Assets

Any art that is used within the game.

2.10 Version Control

A software tool used for managing the code base for a project. Also for managing changes in that code and collaborating with other people.

2.10.1 Repository AKA Repo

The location containing all files and folders related to the project for version control.

2.10.2 [Github](#)

Online service used for managing and storing repos. Use the version control software called Git.

3. UML Stereotypes