

Video Game Design Composition © 2014

Chapter 5: Immersion Composition—Glossary

ambient sound. Sound in the background of a scene that seems to be coming from the scene.

artificial intelligence (AI). Computer science and engineering to make machines think and behave on their own.

background music. Artificial ambient sound.

back-office tasks. Administrative activities and tasks such as keeping score and tracking the health level of the player character.

bot. In video games, a program that controls the movement and actions of a game character; short for robot.

camera. Provides the perspective of the game that is shown to the player on the screen.

challenge escalation. When a player performs new tasks that are more difficult than in the previous challenge.

challenge retracement. When a player performs similar tasks from the previous challenge or challenges.

competition model. How the player will interact with the game to complete it.

cookie-cutter design. Repeating design.

escalate. Increase intensity.

explicit challenge. Task that the player is specifically instructed to complete.

extrinsic skills. Essential to complete a task.

firewall. Computer program or physical device that prevents users or information from entering a computer network.

first-person perspective. Positions the camera as the player's eyes.

hack. Programming created to alter the original functions of the game or hardware.

hacking. Means of cheating by creating hacks that change the gameplay to give a player an advantage.

imbalance. State of being out of proportion.

implicit challenge. Task that the player interprets and discovers on his or her own.

intrinsic skill. Skill essential to complete a task.

just barely fail. Allows the player to believe that his or her next attempt may be the one that provides victory.

local area network (LAN) party. Players connect to a single local computer network to play with or against each other.

mod. Alteration of the gameplay of an existing game, typically done by players, not the game studio; short for modification.

modding. Act of creating a mod.

multiplayer dialogue. In-game speech between human players.

multiuser domain (MUD) bot. Often used to perform trivial tasks while the player is doing other things.

narration. Any spoken details or commentary on the game.

NPC dialogue. Occurs when a non-player character speaks directly to the player.

partial-conversion mod. Mod that only adds content to the game.

pause-and-relax activity. Gives the player a chance to recover from the stress of a major challenge.

perspective. Point of view from which the game action is viewed.

red herring. Task that takes a player in the wrong direction.

rotation. Circular movement about a central point.

sawtooth-challenge design. Allows for challenges to increase and then decrease in difficulty.

scope. Area of a game map displayed by the camera.

second-person perspective. Uses the eyes of the opponent as the camera position.

sound effects. Active sounds or audio game assets used as content or artistic enhancements within gameplay and usually played in response to action in the game; also called *sound FX*.

sound FX. Active sounds or audio game assets used as content or artistic enhancements within gameplay and usually played in response to action in the game; also called *sound effects*.

third-person perspective. Positions the camera as a spectator that is looking at the player character.

Three Laws of Robotics. A robot may not injure a human being or, through inaction, allow a human being to come to harm; a robot must obey the orders given to it by human beings, except where such orders would conflict with the first law; and a robot must protect its own existence as long as such protection does not conflict with the first or second law.

total-conversion mod. Mod that results in an entirely new game.

translation. Movement from one point to another, especially when the camera moves on the game map.

zoom. Increases or decreases the magnification of the view; does not move or rotate the camera.