

## 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.