

Archetype. A standardized class of character, such as hero, shadow, mentor, herald, helper, guardian, or trickster.

Artistry. How the visual elements of the game complement each other.

Authorship restriction. Allows the use of the Creative Commons work so long as you give credit to the original author or creator.

Bias. Opinion overemphasizing either the positive or negative attributes.

Case law. Laws enacted when the first lawsuit to deal with a specific problem has been judged and an outcome determined.

Checkpoint. Place in a game level where the player receives additional time or other resources or the location where a respawned avatar is placed in a game level.

Confidentiality agreement. A contract that states you cannot share any information about the company or its products with any other company; also referred to as non-disclosure agreement.

Consumer. End user or final link in the supply chain; purchaser of goods and services.

Copy protection. Method used to prevent unauthorized copying of a game.

Copypat game. Has gameplay similar to another game already on the market.

Copyright infringement. Unauthorized copying of intellectual property.

Copyright laws. Laws to protect owners of creative work.

Copyrighted. Legal protection against others copying an original creation.

Creative commons license. Allows someone to use a creative work for free, with some restrictions.

Critics. Evaluate a game to provide a summary and opinion of the key elements of the game.

Derivative work. Anything that uses any part of the original.

Derivative works restriction. Prohibits the use of the Creative Commons work in any other form than the original.

Digital watermark. Dull spot on the image or words typed over the image that shows up on any unauthorized copy.

Exclusive right. Allows the creative work to be used or reproduced by the person purchasing the labor.

Fad. Product with a very short life cycle.

Fair Use/Fair Dealings doctrine. Allows the use of a work without permission from the creator under a very strict guideline; for the purpose of describing or reviewing the creative work.

Five-star rating system. Visual rating system for the key elements of a game.

Intellectual property. Product that is an original creation.

Intuitive controls. User interface device that requires no explanation of how to use it.

Linear sequence. Story is presented in a straight line whereby the player must complete objectives or levels in a set order.

Longevity. Length of time a game will continue to be popular and produced with new versions.

Navigation. How the player moves in the game world and how the game aids the player in locating objectives and obstacles.

Negative bias. Opinion that emphasizes negative attributes.

Non-Compete Agreement. A contract that states you cannot open your own studio or work for a competing company for a certain period of time—usually six months or a year.

Non-disclosure agreement. A contract that states you cannot share any information about the company or its products with any other company; also referred to as confidentiality agreement.

Original creation. Something original from someone's mind or intellect.

Performance. How well a game operates on the game system.

Player interactions. What the player is doing and how the items and characters the player engages respond.

Plot. Main storyline of a game.

Public domain. Removes any and all copyrights on the work as the term covered for copyright has expired.

Quality of rules. How well the rules are explained to the user and enforced during gameplay.

Reverse engineering. Process of deconstructing an existing game to understand how it works.

Reward. Something positive provided to the player for taking a risk.

Software key code. Unlocks game software to allow one, and only one, installation.

Statutory laws. The group of laws that have been passed by legislature.

Substitute product. Game designed to play and entertain in the same way as another game.

Unbiased. Opinion that fairly evaluates both negative and positive attributes.

User reviews. Comments about a game from a game player.

Walkthroughs. Instructions on what needs to be done to complete a game or level.