

**Math and Science
eTwinning Seminar
14-17 April 2016**

Glossary: Video game terminology

-Achievement, also sometimes known as a **trophy, badge, award, stamp, medal** or **challenge**, is a meta-goal defined outside of a game's parameters.

-Boss is a significant computer-controlled enemy. A fight with a boss character is commonly referred to as a **boss battle** or **boss fight**. Boss battles are generally seen at the climax of a particular section of the game, usually at the end of a stage or level, or guarding a specific objective, and the boss enemy is generally far stronger than the opponents the player has faced up to that point.

-Health is an attribute assigned to entities within a role-playing or video game that indicates its state in combat. Health is usually measured in **health points** or **hit points**, often shortened as **HP**.

-Item is an object within the game world that can be collected by a player or, occasionally. These items are sometimes called **pick-ups**.

-Level, map, area, stage, world, rack, board, zone, or phase in a video game is the total space available to the player during the course of completing a discrete objective. The term "level" can also refer to difficulty level, as in a degree of difficulty.

-Power-ups are objects that instantly benefit or add extra abilities to the game character as a game mechanic.

-Quest- a task that a player-controlled character, "party" or group of characters may complete in order to gain a reward.

-Raid is a type of mission in a video game in which a number of people attempt to defeat another number of people at a PVP battlefield.

-Status effect is a temporary modification to a game character's original set of stats that usually comes into play when special powers and abilities (such as spells) are used, often during combat.

Presented Tools



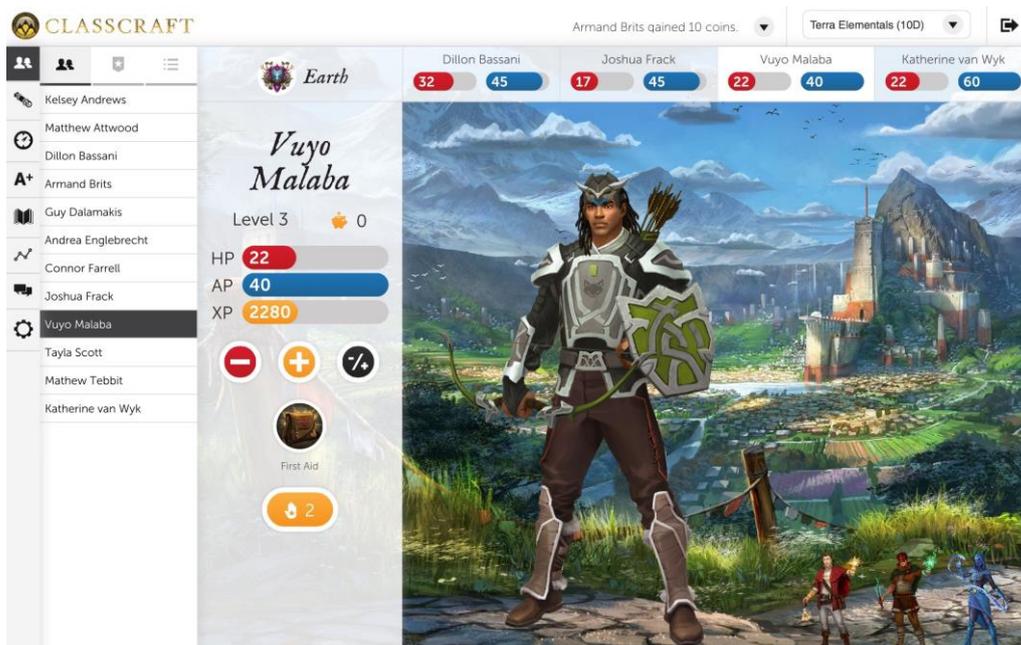
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