Glossary of video game terms

From Wikipedia, the free encyclopedia

This **glossary of video game terms** lists the general video game industry terms as commonly [used in]
Wikipedia articles.

Contents

0–9 · A · B · C · D · E · F · G · H · I · J · K · L · M · N · O · P · Q · R · S · T · U · V ·

0–9

1-up

In games where players have a number of "lives" to complete a game or level, an o[bject]
of gaining an extra life. The term "1-UP" also commonly referred to Player number [...]
games scores were displayed as "1-UP" and "2-UP".

1v1

Abbreviation of 1 versus 1, which means two players battling against each other.

8-bit

A descriptor for hardware or software that arose during the third generation of vide[o]
consoles, targeting 8-bit computer architecture.

16-bit

A descriptor for hardware or software that arose during the fourth generation of vid[eo]
consoles, targeting 16-bit computer architecture.

2D graphics

The game features 2-dimensional objects.

2.5D graphics

A game consisting of 3D graphics set in a 2D plane of movement, where objects ou[tside the]
2D plane can have an effect on the gameplay.

32-bit

A descriptor for hardware or software that arose during the fifth generation of video
consoles, targeting 32-bit computer architecture.

3D graphics

3D graphics. The game features 3-dimensional objects.

4X

A genre of strategic video games, short for "explore, expand, exploit, and extermina[te]

64-bit

A descriptor for hardware or software that arose during the fifth generation of video
consoles, targeting 64-bit computer architecture.

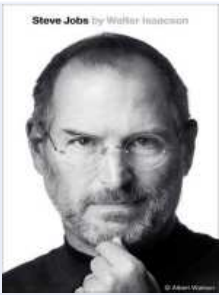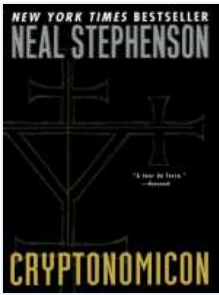# Glossary of Video Game Terms - Wikipedia, The Free Encyclopedia

Action point (AP)
A subunit of a player's turn. For example, during each turn, a player can take a set n actions, each costing a point.[3][4]

Action role-playing game (ARPG)
A genre of role-playing video games where battle actions are performed in real-time turn-based mechanic.

Actions per minute (APM)
The total number of actions the player can perform in a minute.

ADS
Aiming Down Sights, or, Aim Down Sights.
Refers to the common alternate method of firing a gun in an FPS (shooter) game, ty activated by clicking the right mouse button. The real life analogue is when a person up and places the stock just inside the shoulder area, and leans their head down so th a straight line along the top of the rifle, through both of the iron sights, or a scope, i Firing the weapon this way greatly increases accuracy, but can limit vision, situatio and mobility, and it also takes a variable amount of time to change the weapon posit on the game.

AFK
Abbreviation of **A**way **F**rom **K**eyboard. Generally said through a chat function in o multiplayer games when a player is temporarily unavailable and doing something el

Aggro
See Hate. Causing aggro is the act of performing (usually) aggressive actions in a vi order to attract attention of NPCs to defeat the player character. Often used in gamin

Aimbot (auto-aim)
A first-person shooter cheat that lets players shoot other player-characters without a cases, the reticle locks on to a target within the player's line of sight and the player c the trigger. Aimbots are one of the most popular cheats in multiplayer FPS, used sin *Quake*.[5]

Alpha release
The alpha version of a game. The stage of development before beta.

Always-on DRM
A type of digital rights management that typically requires the player to be always c the Internet to play the game.

Analog stick
A small variation of a joystick, usually placed on a game controller to allow a playe 2-dimensional input than is possible with a D-pad.[6]

AoE
Abbreviation of **A**ge **o**f **E**mpires
Abbreviation of **A**rea **o**f **e**ffect

Arcade game
A coin-operated game machine.
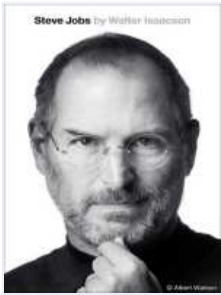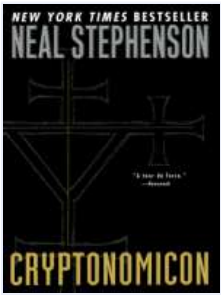
For example, many strategy games have hero or officer units that can improve the morale and combat performance of friendly units around them. The inclusion of AoE elements in game mechanics can increase the role of strategy, especially in turn-based strategy games. The player has to place units wisely to mitigate the possibly devastating effects of a hostile area of effect attack; however, placing units in a dense formation could result in gains that outweigh the increased AoE damage received.

Point-blank area of effect (abbreviated PBAoE) is a subset of AoE in which the affected region is centered on the character that is performing the ability, rather than a location of the player's choosing. This term is used less.

Screensh
Freedroid
Area of E

ARPG

Abbreviation of **A**ction **r**ole-**p**laying **g**ame.

Asynchronous gameplay

Competitive multiplayer games where the players do not have to be participating at Such games are usually turn-based, with each player planning a strategy for the upc and then having the game resolve all actions of that turn once each player has subm strategies.

Asymmetric gameplay

Cooperative or competitive multiplayer games in which each player will have a diff experience arising from differences in gameplay, controls, or in-game character opt part of the game; this is in contrast to symmetric gameplay where each player will h experience such as in the game *Pong*. Asymmetric gameplay often arises in compet where one player's character is far overpowered but outnumbered from other player competing against them, such as in *Pac-Man Vs.*. [7]

Attract mode

Also known as display mode or show mode, attract mode is a pre-recorded demonstration of a video game that is displayed when the game is not being played.[8] Originally built into arcade games, the main purpose of the attract mode is to entice passers-by to play the game.[8] It usually displays the game's title screen, the game's story (if it has one), its high score list, sweepstakes (on some games) and the message "Game Over" or "Insert Coin" over or in addition to a computer-controlled demonstration of gameplay. In Atari home video games of the 1970s and 1980s, the term *attract mode* was sometimes used to denote a simple screensaver that slowly cycled the display colors to prevent phosphor burn-in while the game was not being played. Attract modes demonstrating gameplay are common in current home video games.

The attrac
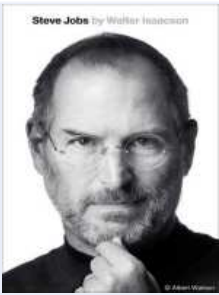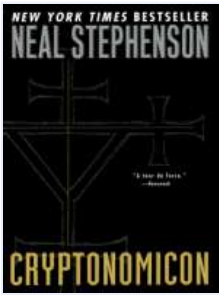
B

Balance
> Aspects of a multi-player game that keep it fair for all players.

Beta release
> An early release of a video game, following its alpha release, where typically the ga
> seeks to remove bugs prior to the released product through feedback from players an

Board
> *See Level*

Bonus stage
> A level that is usually unlocked and not normally on the level choose screen until un

Boss
> An opponent non-player character in a video game that is typically much more diffi
> compared to normal enemies, often representing the end of a level or a game.

Buff
> An effect played on a video game character that beneficially increases one or more o
> statistics/characteristics for a temporary period.
>
> Alternatively, a change intended to strengthen a particular item, tactic, ability, or cha
> ostensibly for balancing purposes. (see Nerf)

Bullet hell
> A type of shoot 'em up where generally the player must dodge an overwhelming larg
> enemies and their projectiles.

C

Campaign mode
> A campaign mode, story mode, or simply campaign refers to one of several possible
> modes of a game in which levels are specifically encountered in a linear or branchin
> often with more story elements present compared to other modes (such as a skirmisl
> sound test).

Camping
> A controversial strategy in which a player stays in one place – preferably a fortified,
> location – for an extended period of time and waits to ambush other players. [9] It is
> in first-person shooter games. [10] Spawn camping, or spawnkilling, is a related strat
> players camp at a spawn point.

Challenge mode
> A mode of gameplay offered beyond the game's normal play mode that tasks the pla
> replay parts of the game or special levels under specific conditions that are not norm
> required in the main game, such as finishing a level within a specific time, or using
> of weapon
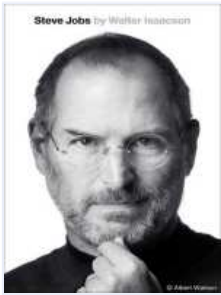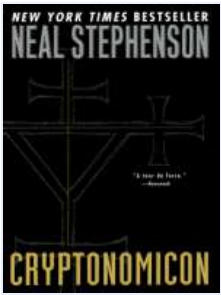
Class

See Character class

Cinematic

See Cutscene

Circle strafing

An advanced method of movement in many First Person Shooter (FPS) games where utilized both thumb sticks (console) or mouse and keyboard controls (PC) to mainta circular motion around an enemy, while maintaining a relatively steady aim on that center of your circular movement. This skill minimizes incoming external fire to yo from your target's teammates, as any misses are likely to hit and harm their teamma circle.

Clipping

A game technology that turns objects (e.g., walls) into solid, impenetrable barriers. noclip, a cheat where clipping is disabled.[5]

Closed beta

A beta period where only specific people have access to the game

CMS

Abbreviation of **C**onstruction and **m**anagement **s**imulation

Coin-op

See Arcade game

Combo

Combinations of attacks in a fighting game, during which an opponent is helpless to themselves. Introduced in beat-em ups as *Double Dragon* and *Renagade*, and becom dynamic in Capcom's fighting games *Final Fight* and *Street Fighter II*, to correctly combo, a player needs to learn complex series of joystick and button combinations.

Competitive gaming

See Electronic sports

Console

A video game hardware unit that typically offers connects to a video screen and con with other hardware. Unlike personal computers, a console typically has a fixed har configuration defined by its manufacturer and cannot be customized.

Construction and management simulation (CMS)

A video game genre that involves planning out and managing a population of citizer cities, or other population centers; in such games the player rarely has direct control computer-controlled citizens and can only influence them through planning.

Continue

A common term in video games for the option to continue the game after all of the player's lives have been lost, rather than ending the game and restarting from the very beginning. There may or may not be a penalty for doing this, such as losing a certain number of points
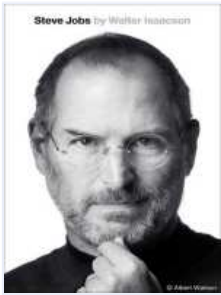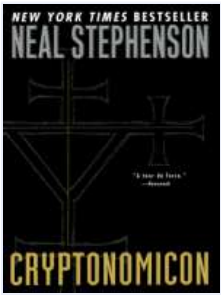
so that it would be nearly impossible to get to the end of the game without continuin
and Zimmerman argue that the continue feature in games such as *Gauntlet* was an c
conspicuous consumption.[18]

Controller
A means of control over the console or PC you are playing the game on.

Control pad
See D-pad

Control point
A gamemode which involves the team capturing each required "capture point" in or
round or level.
Also known as *CP*.

Control stick
See Analog stick

Conversation tree
See Dialog tree

Cooldown
The minimum length of time that the player needs to wait after using an ability befo
it again. This concept was first introduced by the text MUD *Avalon: The Legend Liv*
the reload time and firing rate of weapons. For example, a machine gun has very fas
it has a very low cooldown between shots. Comparatively, a shotgun has a long relo
time between each shots. Cooldown also can be used to 'balance' a weapon such as
mounted machine gun having infinite ammunition, since it can only sustain continu
reaching a threshold at which the weapon would have to cool down (hence the term
could be fired again.
In design terms, cooldown can also be thought of as an inverted 'casting time' where
requiring a wait time before using an ability, cooldown may replace casting time an
after the ability is activated. This creates a new dimension to the balancing act of ca
versus power: "lower cooldown, faster cast, but weaker strength" versus "higher coc
cast, but greater strength." This sort of mechanic is integral to such games as World
where cooldown management is key to higher-level play and various abilities deal v
(for example, cooldown reduction or immediately finishing cooldown on certain abi
the technical point of view, cooldown can also be used to assert control over frequer
spamming) in order to maintain a fluid frame rate and ping. For example, in the gam
cooldown was added in the form of a patch to several graphically and CPU intensiv
(blizzard, frozen orb, hydra, etc.) to solve the problem of extreme lag caused by play
these spells in multiplayer.
Moves and attacks in fighting games (like those from the Street Fighter series) have
time each of them take to execute measured in "frames" (1/60th of a second per fran
move has a certain amount of frames in which it is considered to be "recovering" be
move can be executed, which is similar to cooldowns in concept. However, unlike t
the cooldown, where a move, spell or ability is considered to be cooling down befor
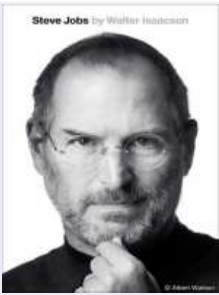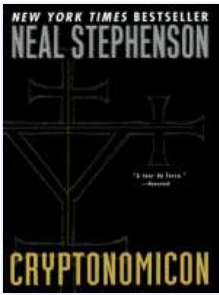
unwinnable, if the game doesn't end up freezing in some way or entirely crashing th and associated programs as a whole.

Cover system

A gameplay mechanics which allows the player to use walls or other features of the environment to take cover from oncoming ranged attacks, typically gunfire in first-shooters. Many cover systems also allow the character to use range attacks in return although with an accuracy penalty.[19]

CPU vs. CPU

See Zero-player game

Crafting

To craft an item in game. Practically every modern Massive Multiplayer Online (M many "world builders" (Minecraft, Terraria) utilize this mechanic. The ability to cre gear takes some of the "grind" out of properly gearing your characters.

Critical hit

A type of Hit that will do more damage than usual. Normally a rare occurrence with

Cross-platform

See Multiplatform

Crowd control

An ability, usually with an area of effect, that is used primarily in Massive Multipla (MMO) games to incapacitate or hinder enemy creatures so that they can be handle or controlled fashion. In early raids (a form of large group, end-game content of ext difficulty) in World of Warcraft, proper use of crowd control was vital to be able to complete many of the objectives of the raid and defeat the raid bosses.

CRPG

Abbreviation of **c**omputer/**c**onsole **r**ole-**p**laying-**g**ame

CTF

Abbreviation of **c**apture **t**he **f**lag, a common game mode in multiplayer video games

Cutscene

A (usually) short video which provides detail and exposition to the story. These vid much higher graphical resolution and detail than the basic game, are used extensive and RPGs to move the story forward.

Cybersport

See Electronic sports

D

D-pad

A 4-directional rocker button that allows the player to direct game action in eight di directions: up, down, left, right, and the diagonals involving these. Invented by Gun the *Game & Watch*-series of handheld consoles, Nintendo used the "directional pad
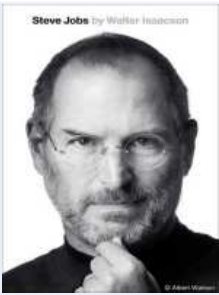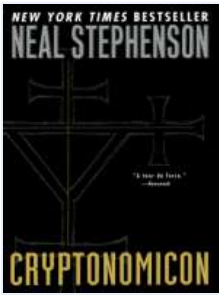
Design
>   *See Video game design*

Development
>   The development period of a game.

Dialog tree
>   Found primarily in adventure games, a means of providing a menu of dialog choices
>   when interacting with a non-player character as to learn more from that character, in
>   character's actions, and otherwise progress the game's story. The tree nature comes f
>   having multiple branching levels of questions and replies that can be explored.

Difficulty
>   How hard (or difficult) the level is.

Digital rights management (DRM)
>   Software tools for copyright protection

Directional pad
>   *See D-pad*

Display mode
>   *See Attract mode*

Doom clone
>   An early term to describe first-person shooters, based on gameplay that mimiced tha

DLC
>   Abbreviation for **d**ownloadable **c**ontent.

Double jump
>   An additional jump that follows the first in quick succession [20]

Downloadable content (DLC)
>   Additional content for a video game that is acquired through digital download and c
>   additional purchase.

DPM
>   Abbreviation of "**d**amage **p**er **m**inute", used as a metric in some games to allow the
>   determine their offensive power.

DPS
>   Abbreviation of **D**amage **p**er **s**econd

DRM
>   Abbreviation of **D**igital **r**ights **m**anagement

Drop-in, Drop-out
>   A type of competitive or cooperative multiplayer game that enables a player to join
>   any time without waiting and leave without any penalty, and without affecting the g
>   players.

Dungeon
>   *See Level*

Dungeon crawl
>   A type of video game that is based around exploring a dungeon or similar setting, de

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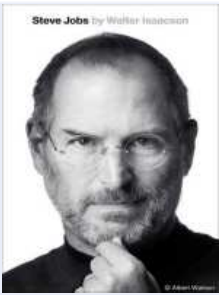Glosario de términos de gaming en inglés **Full description**

Episode
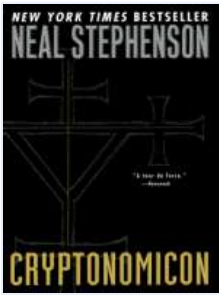**Electronic sports (esports)**
  Organized competitions around video games, typically using games from the first p
  and multiplayer online battle arena genres, and often played for prizes and recogniti

Endgame or End game
  The gameplay available in a massively multiplayer online role-playing game for cha
  have completed their level progression

Endless mode
  A mode of gameplay in which players are challenged to last as long as possible aga
  continuing threat with limited resources or player-character lives, with their perform
  based on how long they last before succumbing to the threat (such as the death of th
  character), or score-based. This mode is typically offered in games that otherwise ha
  endings that can be reached, providing an additional challenge to the players once th
  is completed.

Emergent gameplay
  Strategies of play that use the game environment in ways unintended by the game d
  scaling a wall by placing proximity mines in *Deus Ex*.[5]

ESP cheats (extra-sensory perception cheats)
  A package of multiple cheats. E.g., "distance ESP" shows the distance between the
  player, "player ESP" makes enemies highly visible, and "weapon ESP" shows enem

eSports
  See Electronic sports

Experience point
  In games that feature the ability for the player character(s) to gain levels such as CR
  JRPGs, experience points are used to denote progress towards the next level.

F

Farming
  Repeating a battle, quest or a similar part of the game in order to receive either expe
  money, or specific items that can be gained through that battle or quest; see Grindin

Fast travel
  Common in role-playing games, a means by which to have the player-character(s) t
  already-discovered portions of the game's world without having to actually interacti
  distance.[22]

Feed
  In multiplayer games, to consistently die to an enemy team or player (either intentio
  inexperience), providing them with experience, gold, map pressure, or other advanta

Field of view (FOV)
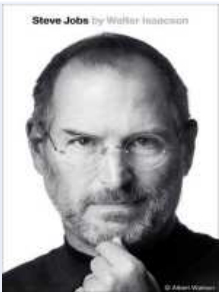 A measurement reflecting how much of the game world is visible to the player on th
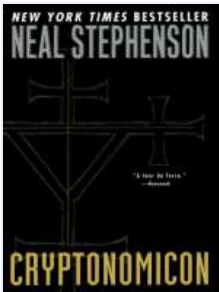
An abbreviation for either First-person shooter or Frames per second (see Frame rat

Flashing invulnerability

(Sometimes called "invincibility frames", "invulnerability period", etc.) An invincib
immunity to damage that occurs after the player takes damage for a short time, indic
player's character blinking or "buffering", to prevent the player from taking any imr
additional damage again until it wears off.

Fog of war

A means by which a portion of a game map may remain hidden or without visibility of units occupying that region, typically due to lack of visibility (a function of the gameplay mechanics) or having been unexplored. Common in strategic or tactical game genres.

The player cannot see
beneath the greyed ou

Frag

See Kill

Frame rate

A measure of the rendering speed of a video game, typically in frames per second (FPS).

Free to Play (F2P, FTP)

Games that do not require purchase from a retailer, either physical or digital, to play. Wildly prevalent amongst smartphone apps, many "Free To Play" games are "free", but to achieve any real suc
requires in-game purchases of materials or abilities.

Free look

To be able to look around the map freely. This is usually an ability that is disabled t
users, but left in the game coding as a developer's tool and is unlockable if the prop
known.

G

Game design

See video game design

Game localization

See Localization

Game mechanics

This is an overarching term to describe the specific in-game interactions of any spec
family of games. Mechanics are rules or methods designed for interaction with the g
thus providing gameplay. Examples of game mechanics include points, turns, as we
direct reaction on the player's input.

Game mode

A mode is a distinct configuration that varies gameplay and affects how other game

Gank

> To use the element of surprise to flank and attack an enemy with an intention to kill

GG/GGWP (acronym)

> "Good Game" or "Good Game, Well Played"; parting words exchanged at the end o match as a gesture of good sportsmanship

Ghost

> A feature included in time attack or time trial modes in video games allowing the pl their previous rounds. In racing games, for example, a "ghost car" may follow the la path a player took around the track. In fighting games, the ghost is an opponent that AI player can train against outside of normal player versus player or story mode.
> Ghost cars in racing games generally appear as translucent or flashing versions of th vehicle. Based on previously recorded lap times, they serve only to represent the fas and do not interact dynamically with other competitors. A skilled player will use the improve his time, matching the ghost's racing line as it travels the course. Many raci including *Gran Turismo*, *F-Zero*, and *Mario Kart*, offer a ghost function. Some also set by staff members and developers, often showing perfect routes and lap times. A the feature, dubbed by Firemonkeys Studios as "Time-Shifted Multiplayer", was im the mobile racing game *Real Racing 3*.[23] It works by recording the lap times of pe race, and using statistics from other players for the game's artificial intelligence to r lap times for the player to beat. The ghost cars can collide with the player and other are fully visible to the player.
> In some rhythm games, such as the *Elite Beat Agents* and *Osu! Tatakae! Ouendan!* multiplayer mode, you can choose to use your saved replay data as one of the playe playing the game yourself.

Gib

> To "gib" one's opponents is to hit them with such force (often with explosives) that

Gimp

> A character, character class or character ability that is underpowered in the context

God mode (infinite health/life, invincibility, invulnerability)

> A cheat that makes player-characters invulnerable.[5] Occasionally adds invincibilit player can hurt enemies by touching them (e.g., the *Super Mario* Super Star).[24] Th also be temporary.[25]

Gold farming

> *See Farming*

Gone gold

> The point in the software development cycle where the software is considered final be shipped. The term traditionally related to the production of games on CD-ROM, version of the game, the master copy, would be written to a gold film-based writabl to be replicated for retail.

Grand Theft Auto clone

> A genre of game inspired by the *Grand Theft Auto* series, typically involving the pl

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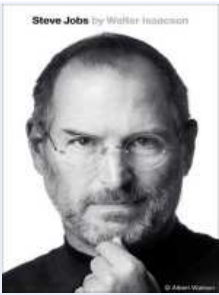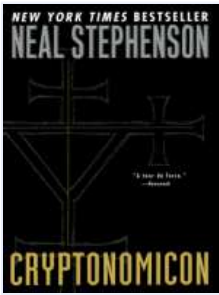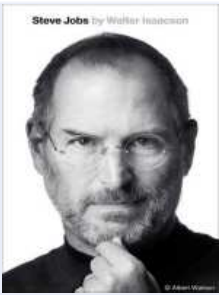Glosario de términos de gaming en inglés **Full description**
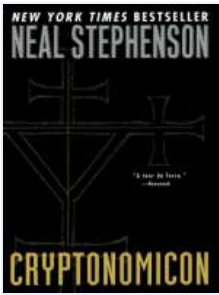
players enjoy grinding for the sake of it and do not find the requirement to grind to
game mechanics; some even consider it a charm of the genre. Grinding in a RPG is
achieve higher levels or items.

GTA Clone

See Grand Theft Auto clone

H

Handheld console

A portable gaming console

Hat simulator

A derisive term used to describe a game whose core gameplay often comes second t
and displaying cosmetic items. Originally used as a tongue-in-cheek reference to Va
Corporation's *Team Fortress 2* free-to-play model, where players can collect hats (a
items) that do provide noticeable stat increases in characters, but are mostly conside

Hate

A mechanism by which non-player characters prioritize which players to attack.

Head bob

In first-person view games, the up-and-down (and sometimes left and right) motion
camera to simulate the bobbing of one's head when walking or running. It is often an
can be disabled as it may induce motion sickness in players.

Headshot

See Critical hit

Health

The remaining amount of metered damage that a character or player can take before
losing a life.

Hitbox

The physical envelope describing precisely where the game will register any hits on

Hit points

See Health

I

In-app purchase (IAP)

A purchase (microtransaction) made within a mobile game or app, usually for virtua
low-cost games[27]

Indie game (independent video game)

Loosely defined as a game made by a person or studio without any financial, develo
marketing, or distribution support from a large publisher, though there are indie gan
exceptions to this definition.
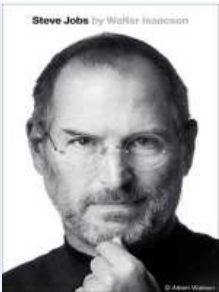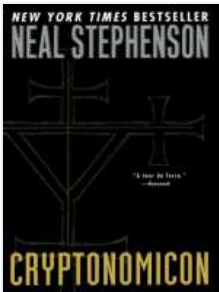
See god mode

J

Joystick
>*Note: Do not confuse this with "an Analog stick"*
>An input device consisting of a stick that pivots on a base and reports its angle or di
>device it is controlling, such as a plane.

JRPG
>Abbreviation of **J**apanese **r**ole-**p**laying **g**ame, typically referring to a subgenre of R
>originated from Japan

Jump
>A basic move where the player jumps vertically upon pressing the action button [28]

K

Kill screen
>A stage or level in a video game (often an arcade game) that stops the player's progress due to a software bug. [29] Kill screens can result in unpredictable gameplay and bizarre glitches. [30]
>Notable arcade kill screens include:
>
>- In the coin-operated version of *Dig Dug*, the game ends on round 256 (round 0), where the player cannot move and ultimately dies. [31]
>- *Pac-Man* has a kill screen on level 256 based on an integer overflow. [32][33] *Ars Technica* calls this "one of the most well known accidental endings in gaming". [31] Billy Mitchell was the first person to perform a perfect play of *Pac-Man*, stopped only by the kill screen. [34] The games *Ms. Pac-Man* and *Jr. Pac-Man* also have kill screens. [31] Pac-Man's kill screen was playable, but rendered in such a way that it was not possible to gather sufficient points to advance.
>- *Donkey Kong* has a kill screen caused by an overflow condition, where the game timer kills the player before it is possible to beat the level. [31] Ars Technica calls it the "second-most famous k of gaming" [31] and *Wired* described it as "mythic". [35][36] This was popularize documentary *The King of Kong*. [31]

Level 256
considere
unplayabl
circumsta
integer ov
game's co
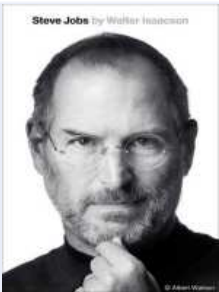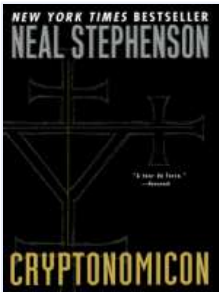
Knock-back

> When a character in a fighting game or platform game gets hit by an attack, it migh being knocked back. During knock-back, the character is unable to change its direct short animation is finished.[38] Knock-back commonly results in falling down pits a loses control of their character.

Konami Code

> A fixed series of controller button presses used across numerous Konami games to unlock special cheats (such as gaining a large number of lives in *Contra*), and subsequently has been used by other developers to enable cheats or added functions in these games. The term applies to variations on this butt but all nearly begin with the "up up down down left right left right" controls.

The Konami Code

L

Lag

> The time between the stimulation and response; often discussed as network-caused player control actions and on-screen effects during on-line gameplay.

Let's Play

> A type of video game run-through done by players, through screenshots or video, w provides commentary about the game as they work through it.

Level

> A stage in a game. Level may also represent experience levels or difficulty levels, depending on context.

Level editor

> A program, either provided within the game software or as an additional program, that allows players to create new levels for video games.

This is a bird's eye view of a typical in the mobile game *Vainglory*.

Life

> In video games, if a player character loses all of its health points, it loses a life. Losing all of one's lives is usually a loss condition and may force the player to start over. It is con games for the player character to have multiple lives and chances to earn more durin This way, a player can recover from making a disastrous mistake. role-playing game adventure games usually give the player only one life, but allow them to reload a sa game.[39][40] A life may similarly be defined as the period between the start and end
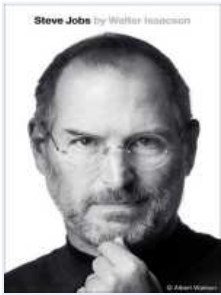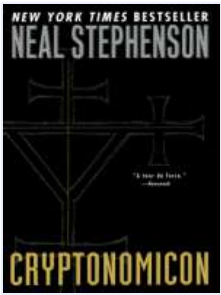
M

Magic
> Any of a variety of systems in games to render fantastical or otherwise unnatural eff game mechanic, either accessories (scrolls, potions, artifacts) or a pool of resources character ("mana", magic points, etc).

Maining
> A term meaning to "Main" or focus on playing a certain character.

Map
> *See Level*

Massively multiplayer online game (MMO)
> A game that involves a large community of online players co-existing and cooperati sometimes combatting one another).

Massively multiplayer online role-playing game (MMORPG)
> An MMO that utilizes traditional role-playing game game mechanics into its gamep games such as EverQuest and Dark Age of Camelot were progenitors of the genre. popular and most well-known game of this type is Blizzard Entertainment's World o

Matchmaking
> A game type that involves player specifying the type of game play they want to take (Capture the Flag, Slayer, etc) and sometimes which specific map or level they wan game server then gathers players together who have matching game play requests ir game and launches the game. Online shooter/FPS games such as Call of Duty and H famous for these mechanics.

Maxed out or Maxing out

> Reaching the maximum level that a character (or in some cases, a weapon) can have, or ra character statistics to the maximum value.

Meta
> A term used to describe the current norm or standard class in games.

Metagame
> In games that encourage repeated playthroughs, including match-based multiplayer metagame refers to gameplay elements that are typically not part of the main game invoked by the player to alter future playthroughs of the main game. For example, ir roguelike games, the metagame is used to unlock the ability to have new items appe randomized levels, while for a collectable card-based game such as *Hearthstone: H Warcraft*, the overall card and deck construction is considered part of the metagame

Microtransactions
> The use of real money in in-game stores.

Miniboss
> *See Boss*
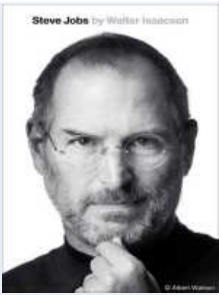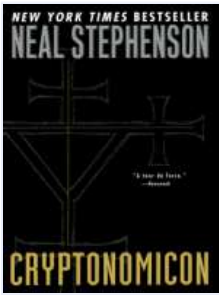
Abbreviation of **M**assively **m**ultiplayer **o**nline game

MMORPG

Abbreviation of **M**assively **m**ultiplayer **o**nline **r**ole-**p**laying **g**ame

Mob

Mob is a term for an in-game enemy who roams a specific area. It is an abbreviation and came into prevalence with the explosion of MMOs and the greater computing p to these games. In older games, enemies you encountered were stationary, only occu specific location within the game and were therefore not "mobs".

MOBA

Abbreviation of **M**ultiplayer **o**nline **b**attle **a**rena

Mod

An addition to a game that is not officially in the game.

Mode

See Game mode

Mouselook

See Free look

MP

See Magic

MUD

Multiplatform

Also **cross-platform**

Multiplayer

A game that allows multiple players to play at once.

Multiplayer online battle arena (MOBA)

A genre of real-time strategy games popularized by *Defense of the Ancients* that pit players to defend their home base from enemy onslaughts.

Multiple character control

An emerging feature of role-playing video games where the player controls multiple real-time. The PlayStation 2 was the first console to pick up this feature with the *Su* and *Dynasty Warriors* series. Four computer games have implemented this feature, massively multiplayer online role-playing games (MMORPGs): *2029*, *Eudemons O Granado Espada* and *Kingdom Heroes*. Both *Granado Espada* and *Kingdom Heroe* Automatic character training/AFK Leveling, and thus require high computer specifi

Multiplier

In games with a scoring system, a gameplay element that increases the value of the by the given multiplier value while the multiplier is active.

N

Nerf

A change intended to weaken a particular item, tactic, ability, or character, ostensib
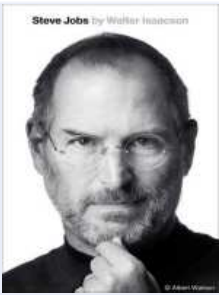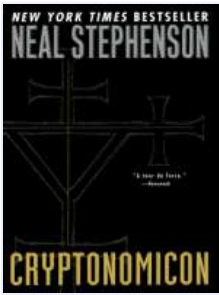
A pejorative used to insult a player who is making rookie mistakes or mistakes a pla
unfamiliar with the game would make. Generally the most common term for flamin
around the gaming community.
See Newbie.

Non-player character (NPC)
A computer controlled character.

Noscope
Similar to Quickscoping, this is a term where the gamer technically, doesn't use the
his opponents.

Note highway
A visual element of most rhythm games that show the notes the player must match a
along the screen. This is more commonly considered a "highway" when the notes sc
screen on a perspective-based grid, making it appear as a road highway.

NPC
Abbreviation of **N**on-**p**layer **c**haracter

O

Old-school gaming
See Retrogaming

Online game
A Multiplayer game that supports gameplay over the internet.

OP
Abbreviation of **O**ver**p**owered

Open beta
The game is open to the public whilst in beta.

Open world
Often used as another term for a sandbox game, it might also simple denote a game
explorable universe. Bethesda Softworks The Elder Scrolls series of games are nom
sandbox/open world games, within their defined physical boundaries. However, the
can still features an open world together with a more restrictive progression of the q
the game starts and the mandatory opening sequences are played through, the game
You can follow the main storyline, you can wander about righting wrongs and doing
or you can ruthlessly murder everyone you find and pillage whole villages. There ar
restrictions on your travel or interactions within the scope of the entire game world
special locations that are only unlocked/accessible for or during certain quests or ev

Overpowered (OP)
An item, ability or other effect that is too powerful, thus making the game unbalanc

Overworld
See Level
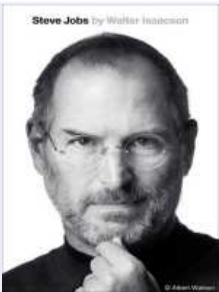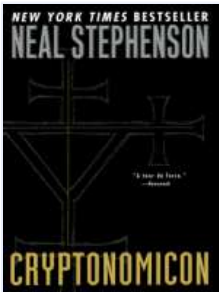
game completely instead of from a save or checkpoint.

Persistent world

A common feature of open-world multiplayer games that are run on a server, in whi world remains open while players may log in or out, with all affects that players hav persistent in the world.

Physical release

A version of a video game released on an optical disc or other storage device, as op digital download.

Pixel hunting

Also known as **Hunt-the-pixel**, refers to a common trope in old adventure games w had to find very small items hidden in pixellated graphics. It is a term used to descri computer game interfaces involving point and click with a mouse. The term is usual adventure games in which the primary difficulty with some portion of the game lies object on the screen. In some cases, the required object is quite small, and may be o pixels in size. The player may not have any idea what to look for, but often the gam progress without finding it. Players often apply the term to any game in which the g hindered by the frustrating task of determining precisely where on the screen to clic An example of pixel hunting appears from The X-Files: The Game, where a vital clu exactly 2x2 pixels in size. Other examples can be found in Dark Seed, where the pla locate a small bobby pin lying on the floor of a library, or in Beneath a Steel Sky, w must identify and use (without prompting) such tiny items as a 2x2 pixel lump of pu sized metal plate in a poorly lit club, and a barely distinguishable light socket in an metro tunnel. Pixel hunting is also crucial in Future Wars, where items are not only and required relatively late in respect to their original location but also, to successfu item, the player character has to stand close to its location on the screen. Dreamweb incorporates a "magnifying glass" effect with a sighting reticle into its interface to a in locating the many infinitesimal hotspots scattered thickly through its rooms. The endemic in the controversial adventure Limbo of the Lost, which featured minuscul objects in deep shadow, sometimes off the edge of the screen or obscured by the gar Missed objects will not always lead to an unwinnable situation, but sometimes will better alternative approaches to future puzzles, being thus something like Easter egg games made by Sierra On-Line, including Gabriel Knight: Sins of the Fathers and p Space Quest and King's Quest series, featured interfaces that at times required a hur approach. One situation in LucasArts's Indiana Jones and the Last Crusade: The Gra Adventure, which required the player to locate a particular book among several scre book stacks. However, LucasArts games have the advantage of a status line indicati the cursor is currently over. Another remedy was to make essential objects flash, or method to make the element more visible against the benign background, as is done the beginning of King's Quest VI with Alexander's twinkling insignia ring on the be LucasArt's Sam and Max Hit the Road the cursor will have a red border when above location. The Simon the Sorcerer series avoided pixel hunting all together, by allow
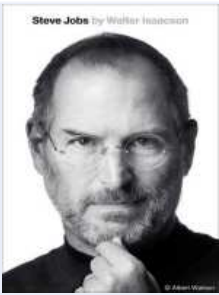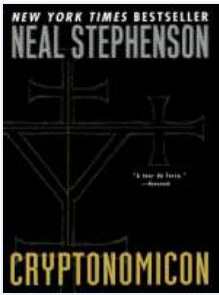
video game. Tidus from Final Fantasy X, Doomguy from the Doom series, and Com Shepard from the Mass Effect series are all "player characters" developed by their g Your characters you create in MMOs and MMORPGs are also "player characters".

Player versus environment (PvE)
Refers to fighting computer-controlled enemies (non-playing characters), as oppose (player versus player).

Player versus player (PvP)
Refers to competing against other players, as opposed to PvE (player versus enviror

Playthrough
The act of playing a game from start to finish, in one or several sessions.

Port
See Game Port.

Power-up
Objects that instantly benefit or add extra abilities to the game character, usually as effect. Persistent power-ups are called perks.

Power creep
The gradual unbalancing of a game due to successive releases of new content. [45] T phenomenon may be caused by a number of different factors and, in extreme cases, damaging to the longevity of the game in which it takes place. As new expansions o released, new game mechanics, units, equipment and/or effects are introduced, usua than previously existing content. Game developers use this primarily to push the nev gives an incentive to buy it for competitions against other players or as new challeng single player experience. As new content with more power is introduced, the averag within the game rises, making it increasingly difficult for older content to remain in without changes. This means older content becomes regressively outdated or relativ underpowered, effectively rendering it useless from a competitive or challenge-seek In extreme cases whole parts of the game will be avoided by the players, as they are overshadowed by newer content.

Power spike
The moment in which a character in many skill-based games sees a rise in relative s leveling up larger than that of a normal milestone, usually due to an item becoming certain abilities being unlocked.

Procedural generation
When the game algorithmically combines randomly generated elements for things l level creation.

Professional gaming
See eSports

Publisher
The company that (in whole or in part) finances, manufactures, and markets the gam

PvE
Abbreviation of **P**layer **v**ersus **E**nvironment
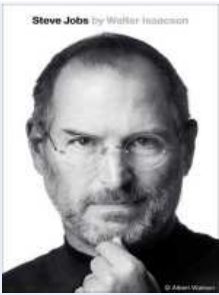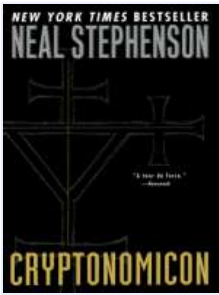
enjoyed by players as a break from the above common monotony, or are reviled as u
complicated than necessary to the game.

Quick time event (QTE)
An event within a game that typically requires the player to press an indicated contr
move a controller's analog controls within a short time window to succeed in the ev
progress forward, while failure to do so may harm the player-character or lead to a g
situation. Such controls are generally non-standard for the game, and the action perf
quick time event is usually not possible to execute in regular gameplay.[46]

Quicksave/Quickload
A mechanism in a video game where progress to or from a saved game can be done
single controller button or keystroke, instead of opening a file dialog to locate the sa
Typically, quicksaving will overwrite any previous saved state.

Quickscoping
A technique in first-person shooter video games used to kill an opponent by quickly
the sniper rifle scope and firing immediately after.

R

Rack
See level

Rage Game
A video game which is designed to be extremely difficult and frustrating, with elem
intentionally try to 'cheat' in some way or form, with the intent of causing a player to
extremely angry and rage quit.

Rage Quit
Quitting a game in an act of anger.

Raid
A type of mission in a video game in which a very large number of people (larger th
team size set by the game) attempt to defeat a boss monster. Common in MMORPG

Real-time corruptor
A type of ROM/ISO corruption program which incrementally and gradually corrupt
data in real time as the game is being played. A game could look fine at start-up, bu
by, the game data becomes more and more distorted, and the game will eventually b
unplayable and/or crash.

Real-time strategy (RTS)
A genre of video games where the player controls one or more units in real-time con
human or computer opponents.

Remorting

Restarting a game with a new character from level 1 after having maxed out a previous ch

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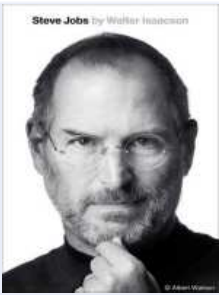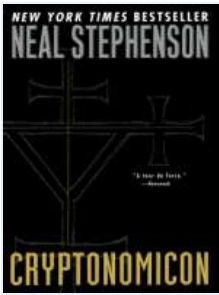
advances the skills and abilities of that character within the game environment. RPG generally have a wide variety of skills and abilities available to them, and much the (the art of developing a specific character type to its highest in-game potential) is in creating the best possible form of each of these character classes.

This is different from games such as First Person Shooters (FPS), wherein the "play in those games are all standardized forms and the physical skills of the player involv determining factor in their success or failure within the game. In an RPG, a human p the best player in the world at the game, but if they are using a character build that i they can be significantly outplayed by a lesser player running a more optimal charac

ROM hacking

Room-over-room

In video game environments, **room-over-room** is the placement of a room directly room. This was impossible to achieve in id Software's *Doom* series, since the *Doom* of the mapping in 2D, while height variance was done via numbers. In true 3D game follow, such as those using the *Quake* engine, room-over-room became an easy effe

RPG

Abbreviation of **R**ole-**p**laying video **g**ame

Round

See Level

RTS

Abbreviation of **R**eal-**t**ime **s**trategy games.

Rubber banding

A game mechanic resulting from dynamic game balancing that alters the rules of the the game both competitive and fun. It is most notable in racing games, where human easily outdistance computer opponents; in these games the computer opponents are ability to go faster than normal or avoid certain obstacles as to allow them to catch u the player, the effect acting as a stretching and releasing a rubber band between the computer opponent. This effect may also apply to human players as well, with the g unstated handicaps for losing players to stay competitive.[47]

S

Sandbox game

A game wherein the player has been freed from the traditional structure and directic found in video games, and is instead given the ability to choose what, when, and ho approach the available choices in content. The term is in reference to a child's sandb no rules are present and play is derived from open-ended choice. While some sandb have building and creation aspects to their gameplay, those activities are not require games usually take place in an open-world setting as to facilitate the freedom of ch given

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Glosario de términos de gaming en inglés **Full description**

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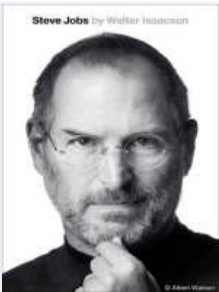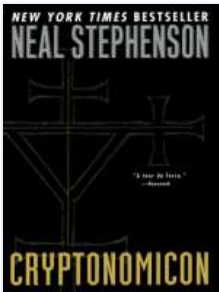
automatically delete any save files when your character dies.

Score attack

A mode of gameplay that challenges the player to earn the highest score possible in or through the whole game.

Season pass

A purchase made in addition to the cost of the base game that generally enables the access to all downloadable content that is planned for that title without further cost.

Secret level

A game level which is only accessible to the player by completing specific tasks wi these tasks are rarely described in detail to the player, if at all, and are often only fou exploration and trial and error.

Shovelware

A type of often-licensed video game released in large amounts and with little attenti control.

Show mode

See Attract mode

Simulation game (Sim)

A video game that simulates some aspect of reality, though the degree of realism ma are usually open-ended and have no intrinsic goals to be met. Inclusive definitions a video game that models reality, such as sports games, while exclusive definitions ge on city-building games, vehicle simulation games, or both.[49]

Single-player

A game that can only have one player at a time. Contrasted with multiplayer.

Skill tree

A character development gaming mechanic typically seen in role-playing games. A skill tree consists of a series of skills (sometimes known as perks or by other names) which can be earned by the player as he or she levels up or otherwise progresses his or her player character. These skills grant gameplay benefits to the player; for example, giving the character the ability to perform a new action, or giving a boost to one of the character's stats.[50]
A skill tree is called a "tree" because it uses a tiered system and typically branches out into multiple paths. A tiered skill tree will require a player to achieve certain skills before the next tier of skills become available. The player may be required to achieve all skills in one tier before moving on to the next tier, or may only be required to complete prerequisites for individual branches. Skill trees are a common tool used for in-game balancing by game designers. Skill trees also offer a "game within a game" in which players are not only playing a video game, but their decisions on how they allocate points

A simplif
a skill tre
this case f
firearms.
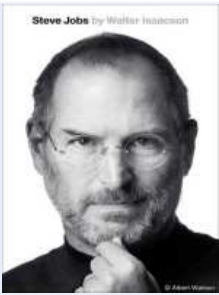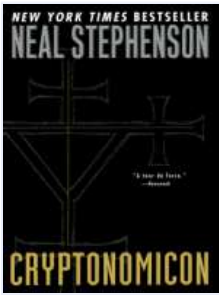
Spawn camping
>*See camping*

Speedrun
>An attempt to complete a game as fast as possible. Players may exploit graphical gl in the game to speed up their gameplay.[53]

Split-screen multiplayer
>A game that presents 2 or more views seen by different players in a multiplayer gam display unit.

Stage
>*See Level*

Status effect
>This is an overarching term that covers both "buffs" and "debuffs". Essentially, any character that is outside of the normal baseline is a "status effect". Common negativ are poisoning (damage over time), petrification/paralysis (inability to move), or arm reduction (lowering of defensive/offensive abilities). Common positive status effect heal-over-time (a small, pulsing heal that triggers multiple times over a set period), increases, or speed increases.

Strafing
>To move sideways to dodge incoming attacks.

Strategy guide
>Printed or online manuals that are written to guide players through a game, typically maps, lists of equipment, moves, abilities, enemies, and secrets, and providing tips a most effective play strategies.

Survival mode
>*See Survival mode*

Subgame
>*See Minigame*

Superboss
>*See Boss*

T

Technology tree (tech tree)
>A branching series of technologies that can be researched in strategy games, to custo player's faction. See Skill tree.

Telefrag
>A *frag* or kill which occurs when a player uses a teleporter to get to another part of a previous player has not left the exit point. The player who is still at the exit point i the party landing on them is granted credit for the kill.
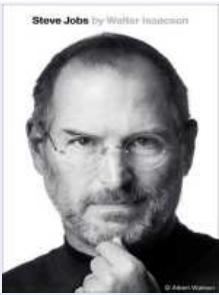
Theory
>*See Game studies*
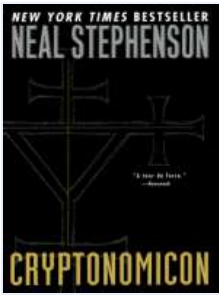
The initial screen of a computer, video, or arcade game after the credits and logos of the game developer and the publisher are displayed. Earlier title screens often included all the game options available (single player, multiplayer, configuration of controls, etc.) while modern games have opted for the title screen to serve as a splash screen. This can be attributed to the use of the title screen as a loading screen, in which to cache all the graphical elements of the main menu. Older computer and video games had relatively simple menu screens, that often featured pre-rendered artwork.

In arcade games, the title screen is shown as part of the attract mode loop, usually after a game demonstration is played. The title screen, as well as the h urges potential players to insert coins. In console games, especially if the screen is n with the main menu, it urges the player to press start. Similarly, in computer games, "Hit any key" is often displayed. Controls that lack an actual "Start" button use a dif in the Nintendo Wii, for example, usually prompts to press the "A" button and the "I simultaneously, as in *Super Mario Galaxy 2* or *Mario Party 9*. Fan-made games oft style of basis of the creation.

OpenAren

Triple A
   See AAA

Triple jump
   An additional jump that follows the second in quick succession[20]

Touchscreen
   When the screen of the console can be touched and get a response.

Trackball
   A form of a video game controller, most often found on video game arcade cabinets player uses a freely-rotating ball to interact with a game .

Turn-based game
   When a game consists of multiple turns. When one player's turn is up, they must wa everyone else has finished their turn.

U

Underpowered
   A character, item, tactic, or ability considered to be too weak to be balanced.

Upgrade
   A way to make the given item, character, etc. more powerful.
   See also: Upgrade.

V
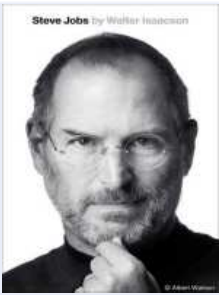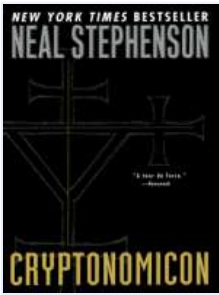
involve exploring an environment for story and narrative but with few, if any, puzzle elements.

Walkthrough

It may be used with two meanings:

- a strategy guide
- a playthrough

Wallhack

A cheat that makes walls translucent.[5] Some wallhacks also let players shoot weap physically pass through walls (noclip).[21]

Wall jump

A jump performed off of a wall to propel the player in the opposite direction. Wall j two tight walls can be done in quick succession to climb vertically. As a special jum sometimes an acquired skill instead of available from the game's start.[20]

Wanted level

A gameplay mechanic popularized by the *Grand Theft Auto* series. A player's actio world style game may cause computer-controller characters, often representing law to chase down the player, with the response becoming more significant at higher wa The wanted level persists unless the player can elude these opponents, or if the char eliminating the wanted level.

Warp zone

An area in a video game where players can go from one place or level to another.

WASD keys

A common control mechanism using a typical QWERTY keyboard, with the keys " and "D" bound to movement controls.

Wave

In game genres or modes where player(s) are to defend a point or stay alive as long (such as tower defense games), enemies are commonly grouped into "waves" (some to as levels). When all foes in a wave is completed, player(s) are typically given a s to prepare for the next such wave.

Win quote

A phrase spoken by a fighting game character after defeating an opponent. In older *Fatal Fury* and traditionally in 2D fighting games such as *Capcom vs. SNK*, it is no voice sample, but text superimposed on an image of the winning character, occasion alongside the visibly injured defeated character (*Street Fighter II* for example). Wir rarely particularly profound, and are often little more than trash talk, but they help p understand and identify with the characters.

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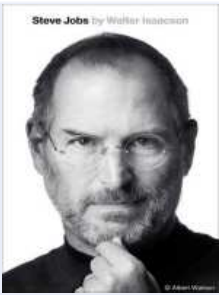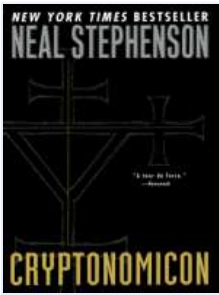
Camera wrapping is a technique often used in video games, which allows a player t straight line and get back to where they started. This was more often used in older g it seem that the player is moving up or down an extremely high hill; memory can be using wrapping instead of creating a larger area filled with unpassable walls. Wrapp used to make a 2D game world round; for example, in *PacMan* exiting the game sc right wraps the player to the same position on the left side of the screen. Similarly, i *Fantasy VII*, exiting the game map to the right wraps the player to the same position side of the map, and exiting the map to the top wraps the player to the bottom of the

World
    See Level

X

XP
    Abbreviation of **E**x**P**erience **P**oint

Y

YouTube Bait
    Games that are made for an audience; games created with YouTubers and/or Twitch mind.

Z

Zero-day patch
    A software patch that is set to be released on the day of the game's official release (" reflecting updates and fixes that were added after the final release candidate was pre
Zero-player game
    A game that has no sentient players. In video games, the term refers to programs tha intelligence rather than human players.[54]
Zone
    See Level

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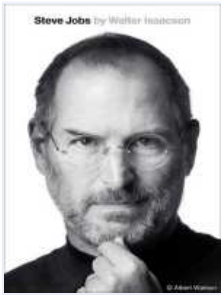3. "Introduction to Game Design, Prototyping, and Development"
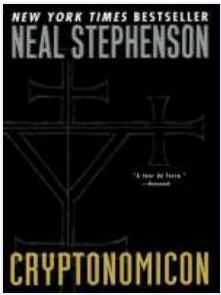
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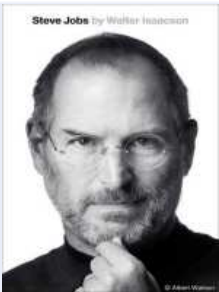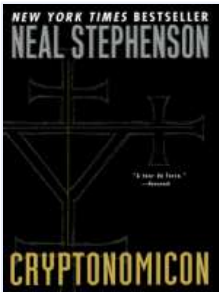
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