

GLOSSARY

LINKÖPINGS TEKNISKA HÖGSKOLA | IDA | TDDD09 | GRUPP 3

REVIEWED

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APPROVED

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DOCUMENT HISTORY

VERSION	DATE	CHANGES	REVIEWED
0.1	2013-02-06	First version	Sebastian Wihlborg
1.0	2013-02-24	Some descriptions moved from <i>Architectures Notebook</i>	Sebastian Wihlborg

1. PURPOSE

The purpose of this document is:

- To record the terms that are being used on the project so that everyone has a common understanding of them.
- To achieve consistency by promoting the use of common terminology across the project

2. GLOSSARY

GM/Game master: Person that is leading the exercise. His role is to manage those parts of the game that in reality is controlled by external circumstances or random incidents.

Actor: Everything that can be moved and interacted with on the view, such as patients, ambulances and covers.

Object: An instance of an actor.

Tags: Any item that you can attach to patients, such as priority markers and medical treatment markers.

Client: Every entity that is connected to the server.

Server: What clients connect to, keep track of everything that goes on in the system.

Log: Where every relevant action performed during the game is stored.

Scenario: The starting point of a game. Contains all the information needed to start a game.

View: What can be seen on the screen excluding user interface elements that are the same in every view. It is comparable to a whiteboard in the original system.

GUI: Everything that can be seen on the screen.

Model: The non-visual representation of a view. Contains all information related to what is on the view.

Log-parser: The mechanism used to extract information from the log.

Type: Defines what kind of actor an actor is: Patient, vehicle, cover or worker.

Category: The category describes what treatments need to be done in what time for the patient to survive.