
CognitV Solutions

**VR Game
Glossary**

Version 3.0

CognitV Solutions VR Game	Version: 3.0
Glossary	Date: 04/12/2024

Revision History

Date	Version	Description	Author
10/15/23	1.0	Initial pass of glossary, terms 2.1-2.7	Anna
01/17/24	2.0	Second pass of glossary, removed and updated terms	Ofuchi
04/12/2024	3.0	Cleaned up Glossary, removed blue text	Ofuchi

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Glossary

1. Introduction

This is a document that will explain the standardized usage of the words in relation to the CognitV VR game.

1.1 Purpose

The purpose of this glossary is to ensure clarity and mutual understanding of the terms used pertaining to this project.

1.2 Scope

This is a Glossary for the CognitV VR game.

1.3 References

There are no references.

1.4 Overview

The Glossary will define terms that are utilized throughout all documentation pertaining to the CognitV VR game.

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2. Definitions

2.1 Level

The specific scenario/environment that is being played.

2.2 Difficulty

How easy or hard the gameplay is. This may include the friendliness of avatars, background noise and light levels, and the time lenience of Player speech and interaction. Current difficulties: easy, medium, hard.

2.3 Game

The entirety of the Virtual Reality software. This is an umbrella term that covers level selection and gameplay, options, and statistical reports.

2.4 Player

The person experiencing the VR gameplay. This could be a therapy patient or an independent user without an accompanying therapist.

2.5 System

The underlying functionality of the Game. This handles all interactions and events that occur between the Player and the VR software.

2.6 Non-playable character (NPC)

It is an actor or entity in the game that is not controlled by the player.

2.7 Social Anxiety Disorder (SAD)

Social Anxiety Disorder (SAD) is a chronic mental health condition in which social interactions cause irrational anxiety. Providing therapy to people with this condition is the focus of our game.