Unit 17 — Video Games III: Elements



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1up

an extra life in a video game

"In Nintendo's Mario franchise the 1up concept is represented by a green and white spotted mushroom."

Achievement

an optional goal in a video game to show a player's dedication, skill, or persistence; also known as a trophy, a badge, or a challenge

"Chasing achievements can be a fun distraction in a video game, but this is never a substitute for decent gameplay."

Autosave

a periodic game mechanism, designed to avoid tedious restarts from the beginning of a level

"The most common autosave spots in video games are at checkpoints and before boss fights."

Thank you for your interest!

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