**Variable Definition**

**Example 1**
```
enemy1 = "Kratt"
```

- **Object**: A character or thing that can do actions. In this case, you're controlling your hero. It's like the subject of a sentence: “The hero moves to the right.”
- **Function**: An action that an object can do. You're telling the hero object to move right! It's like the verb of a sentence: “The hero moves to the right.”
- **Argument**: Extra information for a function. Some commands require extra information in order to run. In this example, we need to tell the `hero` object to move right.

**Example 2**
```
enemy1 = hero.findNearestEnemy()
```

- **Variable**: A holder for a value. You can make any value or object into a variable by giving it a name.
- **Assignment Operator**: The equal sign `=` sets the variable to the value that comes after the sign.

**Variable Usage**
```
hero.attack(enemy1)
```

- **Variable**: The variable you previously set as `enemy1` can be used as an argument in the `attack` function. This tells the computer to look for the value of the variable and perform the function on that value.

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**Loop Syntax**

```
while True:
    hero.attack(enemy)
```

- **Infinite Loop**: Code that repeats forever. When you want certain commands to repeat forever, use an infinite loop. Any commands indented under `while True` will repeat forever.
- **4-space indent**: Python uses spaces to tell which lines of code are inside the loop. Only those lines will repeat. Always count your spaces!

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**Basic Command**
```
hero.moveRight()
```

- **Object**: A character or thing that can do actions. In this case, you're controlling your hero. It's like the subject of a sentence: “The hero moves to the right.”
- **Function**: An action that an object can do. You're telling the hero object to move right! It's like the verb of a sentence: “The hero moves to the right.”
- **Argument**: Extra information for a function. Some commands require extra information in order to run. In this example, we need to tell the `hero` object to move right.

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**Value**

**Value (Example 1)**: Information that is held inside a variable. In this case, “Kratt” is a value that also happens to be a string.

**Value (Example 2)**: Even though this command looks different than the value in Example 1, it's doing something similar -- running the function and then saving the result inside the variable.