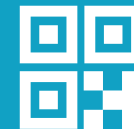




<https://github.com/perneean>



# *PPT ACKANG*

곽민우, 우승원, 박상혁, 염진섭, 구태우



# 목차

팀 ACKANG

팀 프로필 소개

깃허브 구축  
차별성

깃허브 구축

깃허브 구축  
후기

마무리



팀 ACKANG



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구태우



염진섭



우승원



박상혁



곽민우





# PR-TEST 당시

main PR-Test / 파일업로드 / Go to file Add file ...

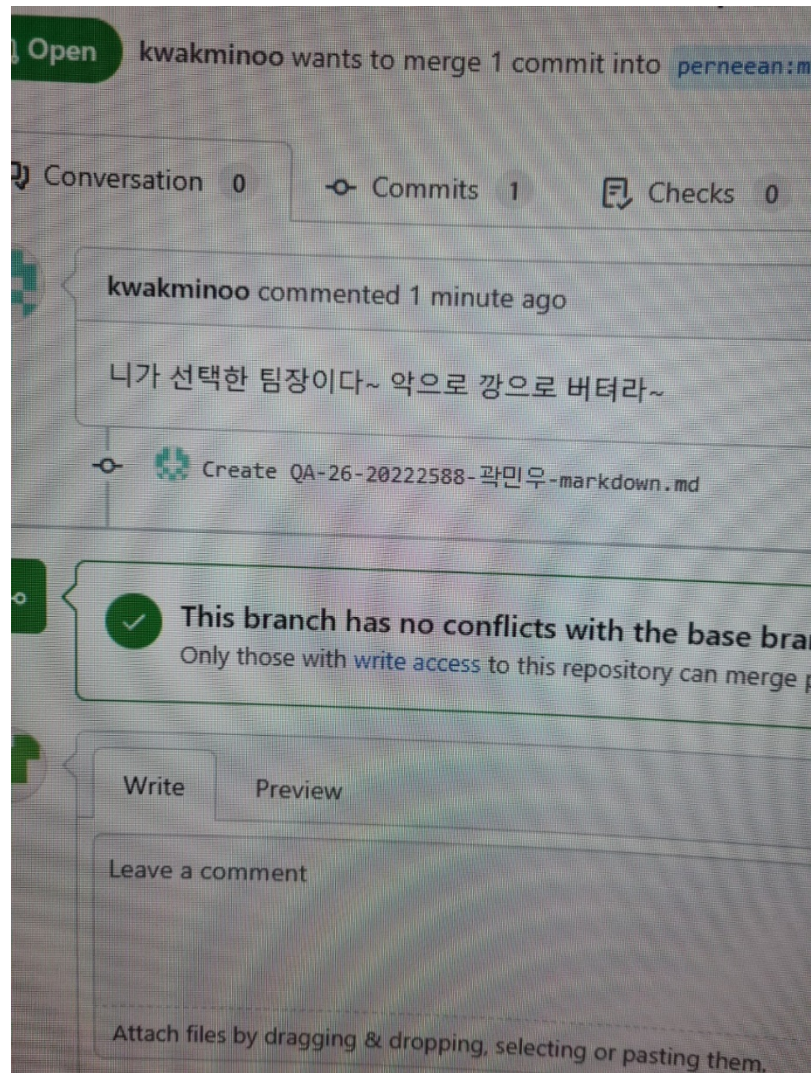
pernean Merge pull request #6 from wsw0922/main

ec43a3f on Oct 5 History

QA-01-20221952-구태우-markdown.md	Create QA-01-20221952-구태우-markdown.md	2 months ago
QA-09-20192605-염진섭-markdown.md	Create QA-09-20192605-염진섭-markdown.md	2 months ago
QA-14-20221003-우승원-markdown.md	Create QA-14-20221003-우승원-markdown.md	2 months ago
QA-14-20221003-우승원01-markdown.md	Create QA-14-20221003-우승원01-markdown.md	2 months ago
QA-16-20221658-박상혁-markdown.md	Create QA-16-20221658-박상혁-markdown.md	2 months ago
QA-26-20222588-곽민우-markdown.md	Create QA-26-20222588-곽민우-markdown.md	2 months ago
README.md	Update README.md	2 months ago

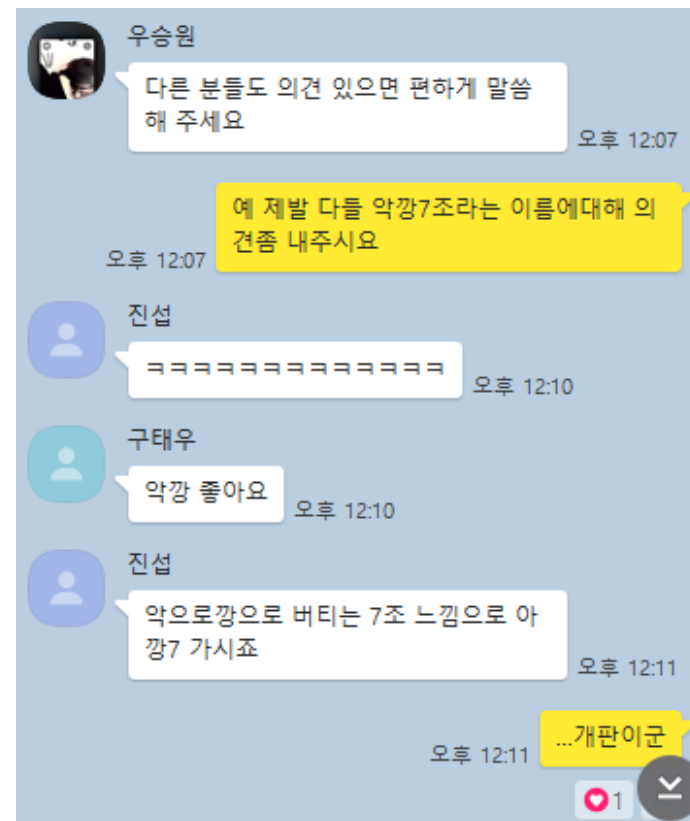
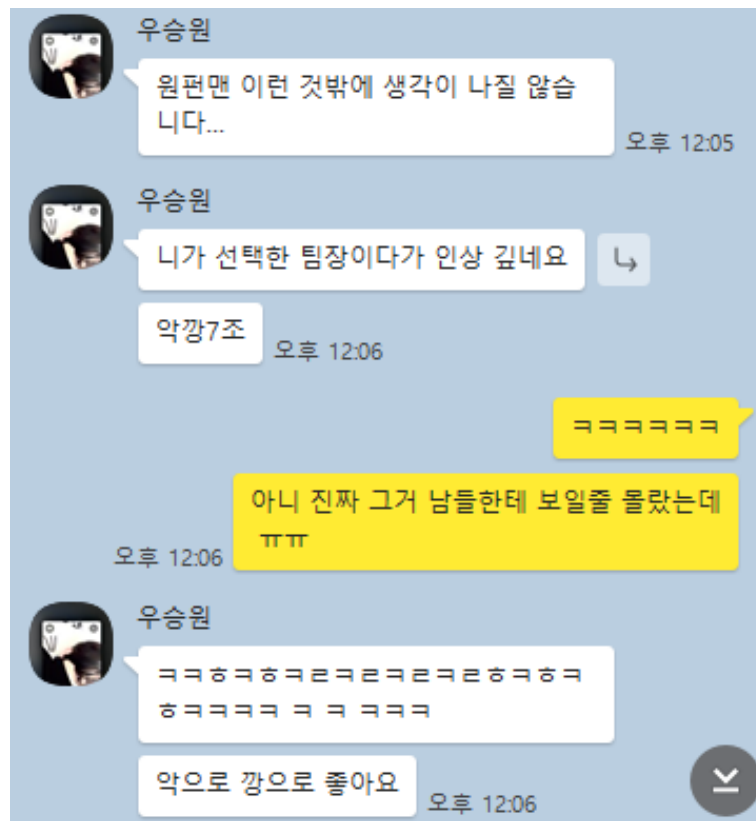
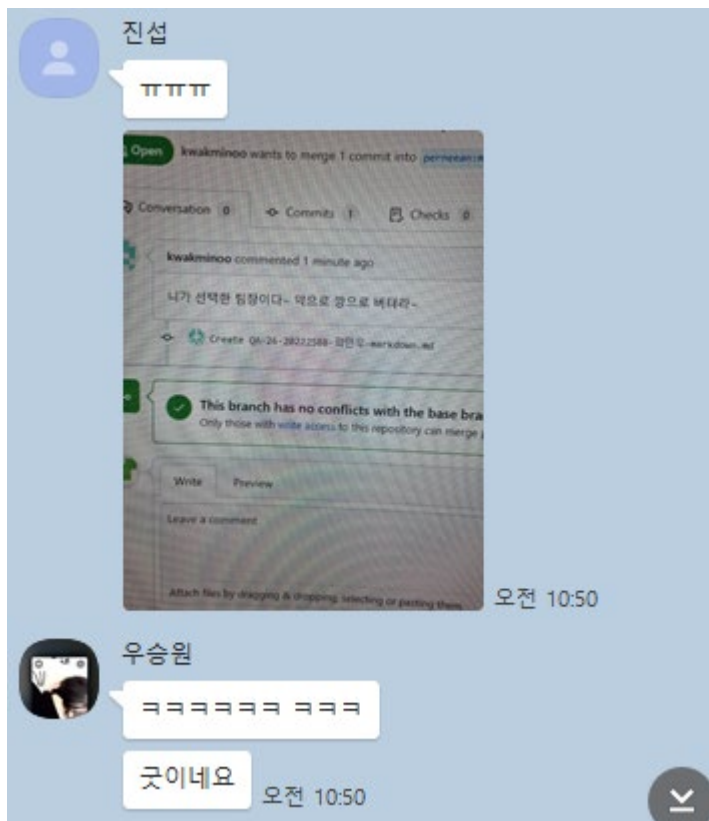
README.md

파일 업로드





## PR-TEST 당시





# ACKANG



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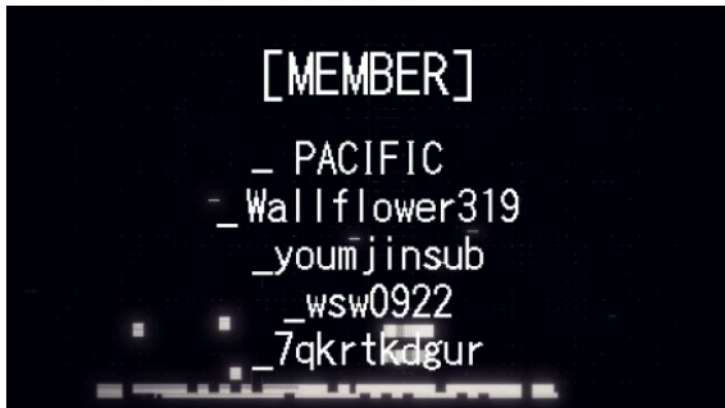
## Achievements



Beta Send feedback

Overview Repositories 18 Projects Packages Stars 13

perneean / README .md



## Popular repositories

Customize your pins

pr---reaper

Public

☆ 2 🍴 1

OSS-5

Public

☆ 1 🍴 1

OSS-History

Public

☆ 1 🍴 1

OSS-lect

Public

Forked from ai7dnn/OSS-lect

2022학년도 2학기 오픈소스소프트웨어(OSS) 수업

☆ 1 🍴 5

OSS\_6

Public

☆ 1 🍴 4

class-all-code

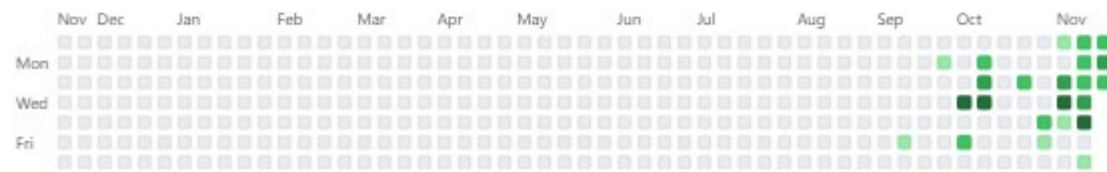
Public

Forked from kwakminoo/class-all-code

HTML ☆ 1

## 161 contributions in the last year

Contribution settings

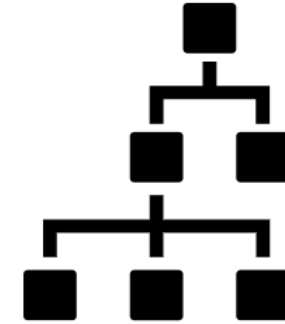


Learn how we count contributions

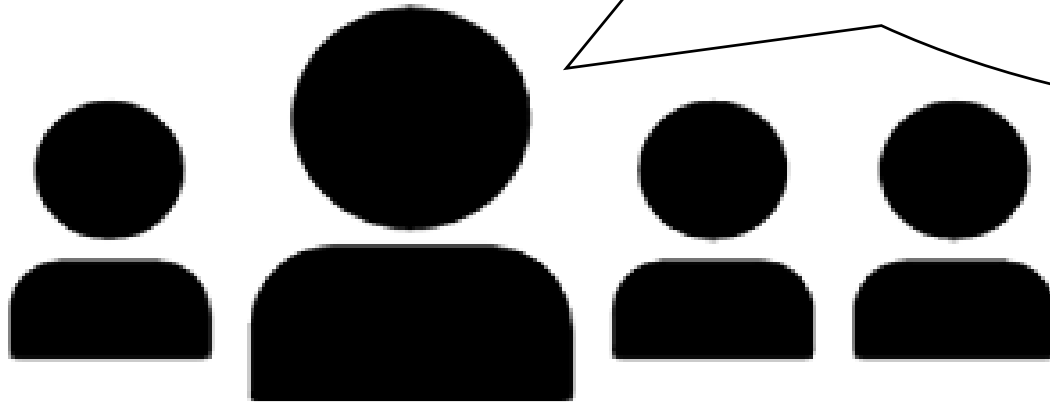
Less More



디자인



진입 시퀀스





Hwan Soo Kang

ai7dnn

Follow

66 followers · 1 following

DongYang Mirae University

Seoul, South Korea

### Achievements



Beta Send feedback

Block or Report

Overview Repositories 105 Projects Packages Stars 2

ai7dnn / README.md

Hi there 🍌

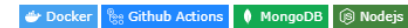
Hey! Nice to see you.



Welcome to my page!

I'm Hwan Soo, Professor from Dongyang Mirae Univ. **DMUAI** 동양미래대학교 서울캠퍼스 Seoul, Korea, currently living in 🇰🇷 Seoul, Korea.

### Things I code with



### 깃헙 꾸미기 참조

- [드림코딩, 깃허브 계정 제대로 꾸미기](#)

### 참조 깃헙 계정

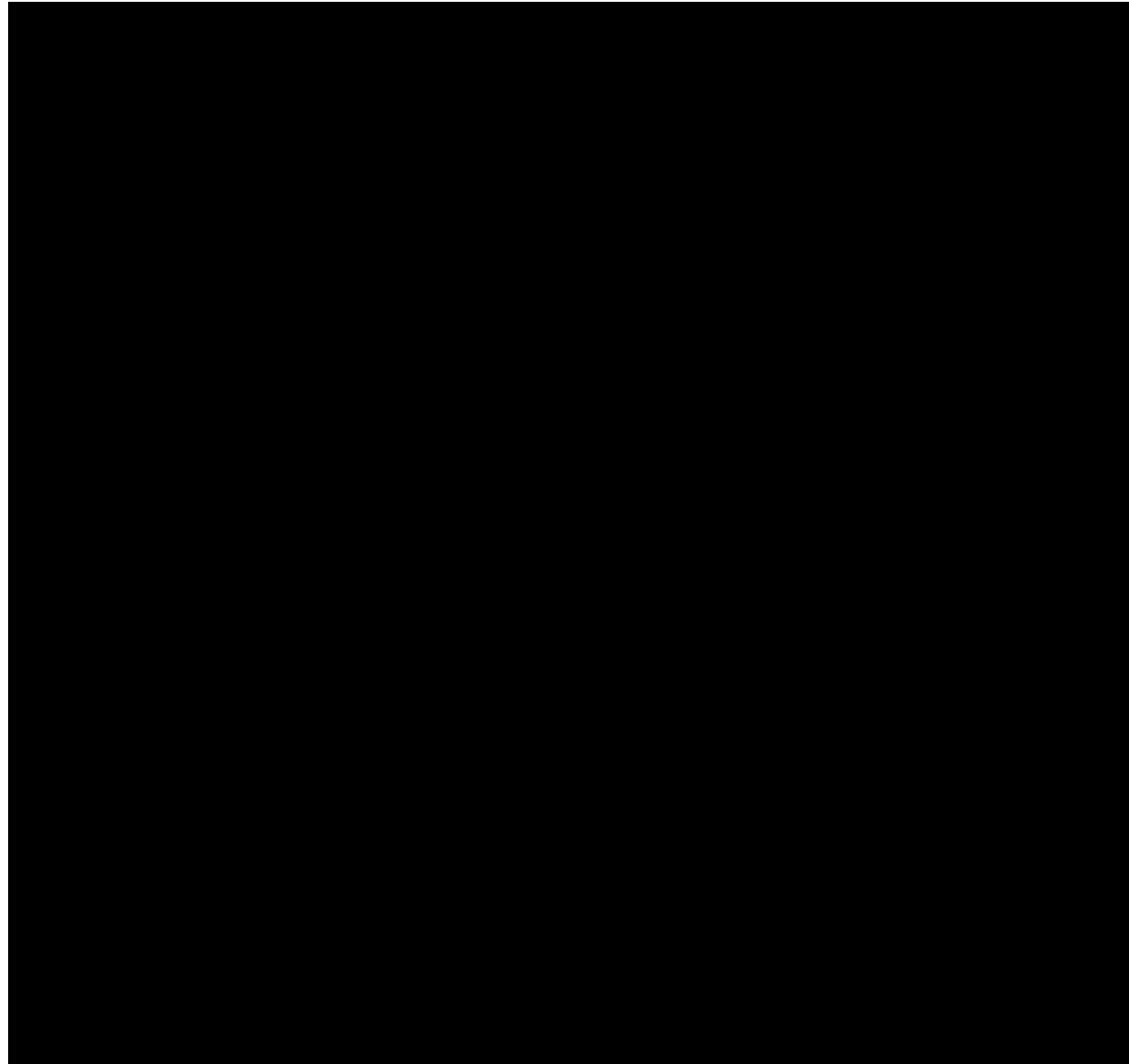
- [Abhishek Naidu](#)
- [Thomas](#)
- [Thaiane Braga](#)
- [swyx](#)
- [coordinate-cat](#)
- [dream-ellie](#)

### 뱃지 만들기

- [shields.io](#)

디자인:






디자인: GIF

디자인: GIF






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**Achievements**



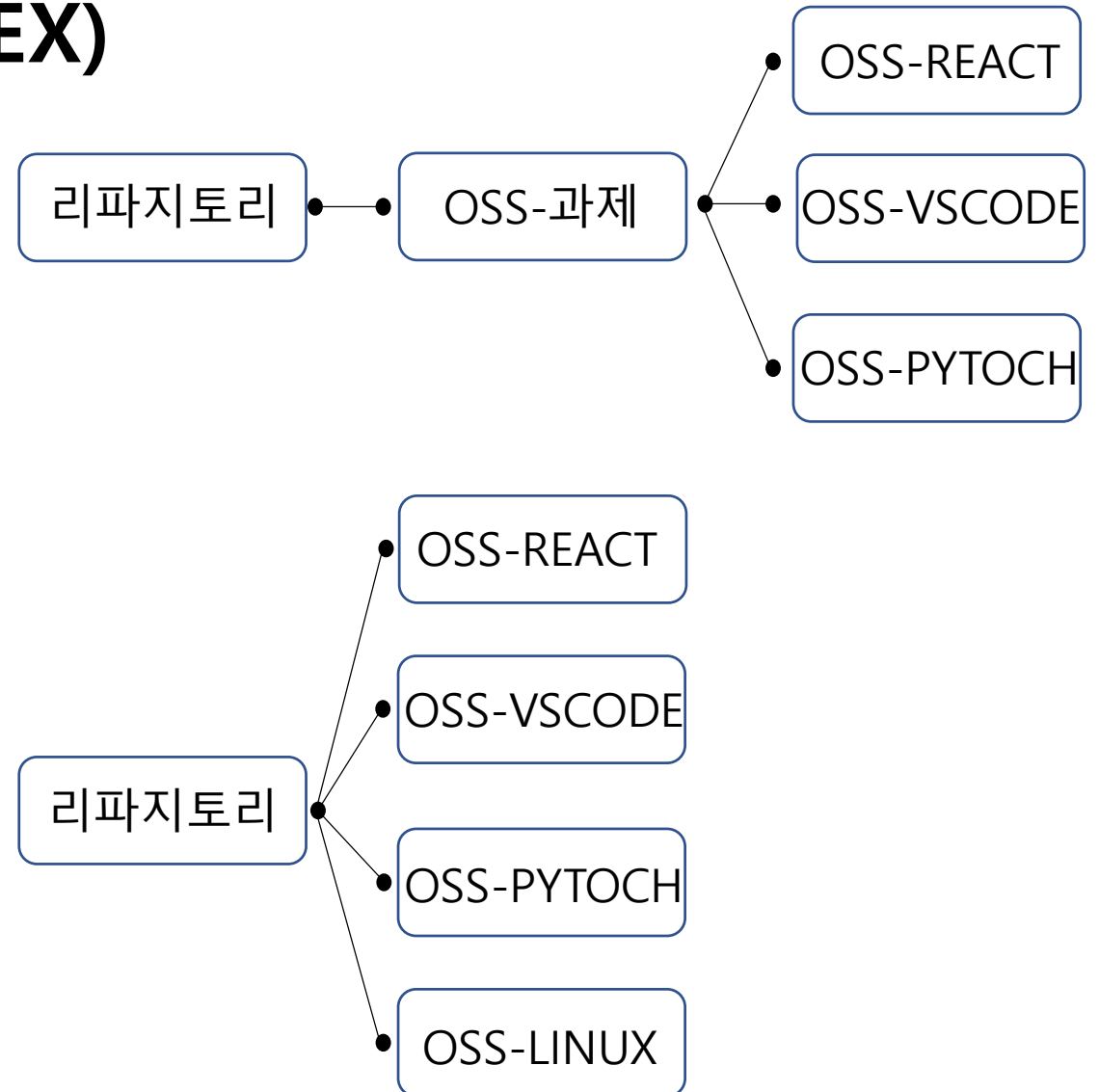
Beta Send feedback

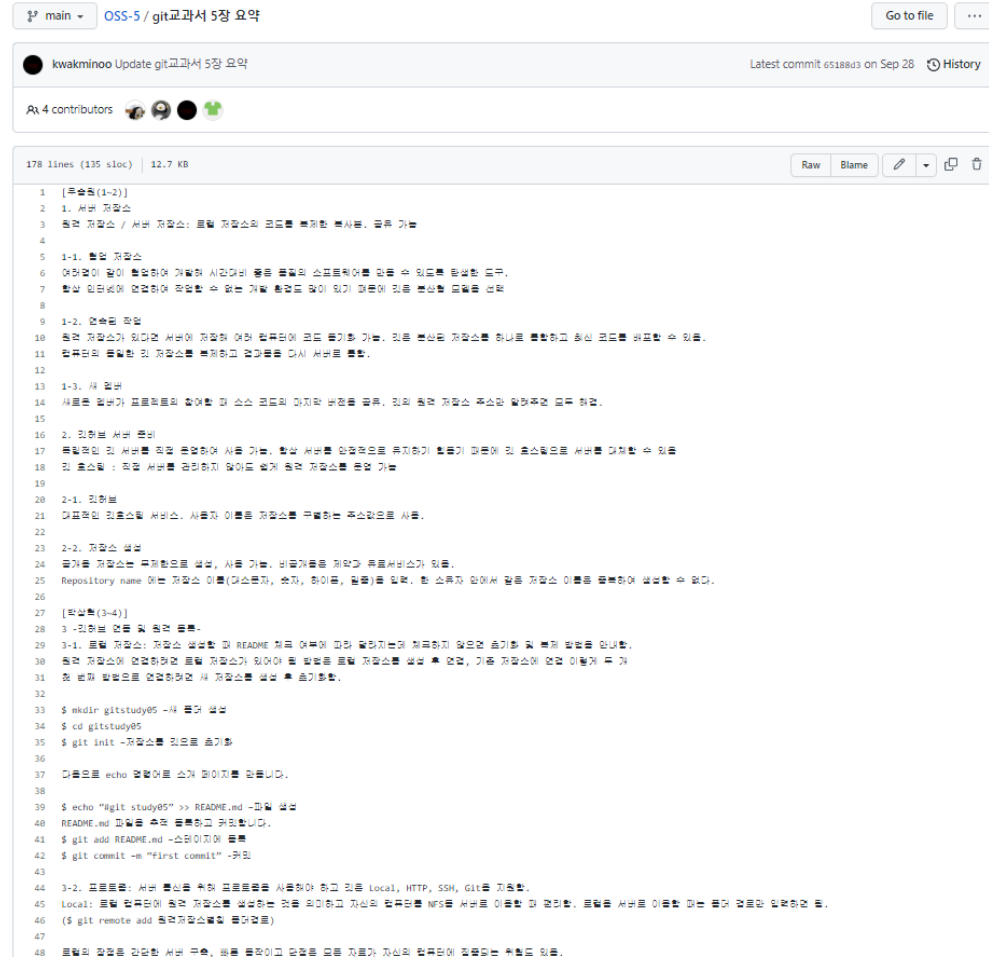
Overview Repositories 18 Projects Packages Stars 3

Find a repository... Type Language Sort New

- OSS-ACKANG** Public  
1 Updated 3 hours ago
- OSS-linux** Public  
1 Updated 22 hours ago
- OSS-react** Public  
1 Updated 22 hours ago
- OSS-Copyright** Public  
1 Updated 22 hours ago
- pr---reaper** Public  
2 1 Updated 4 days ago
- OSS-pytorch** Public  
Updated 4 days ago
- OSS-tensorflow** Public  
Updated 4 days ago
- OSS-vscode** Public  
Updated 4 days ago

EX)





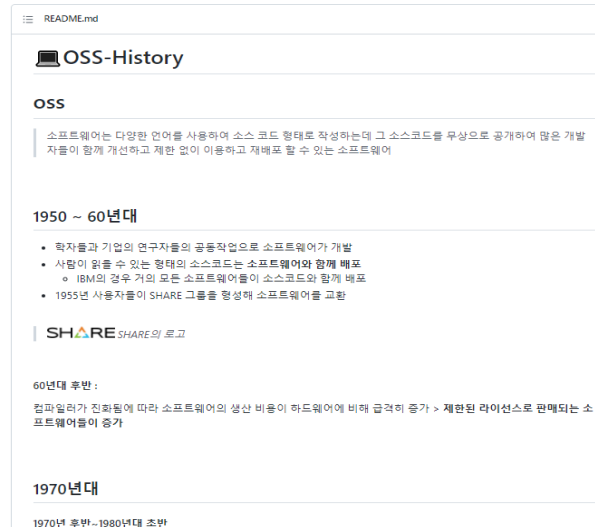
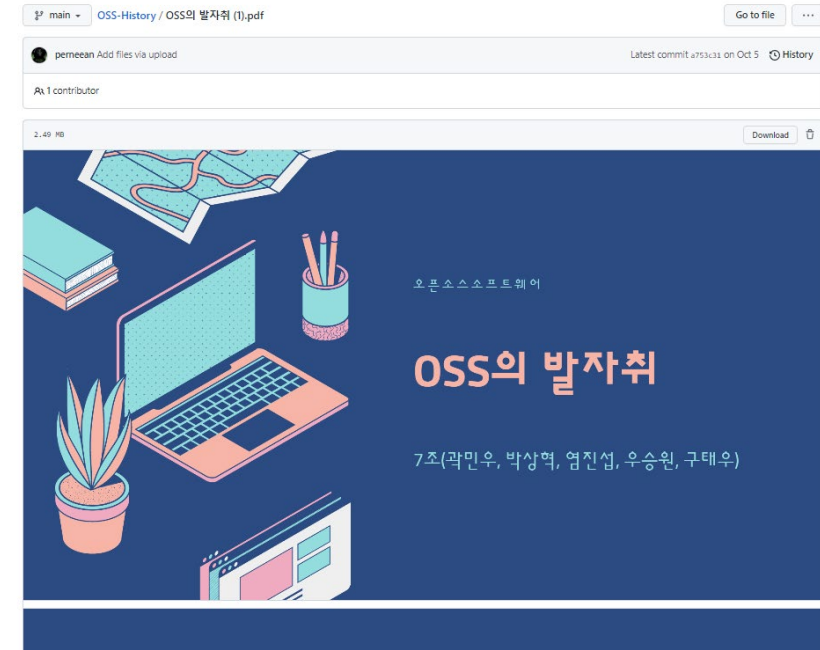
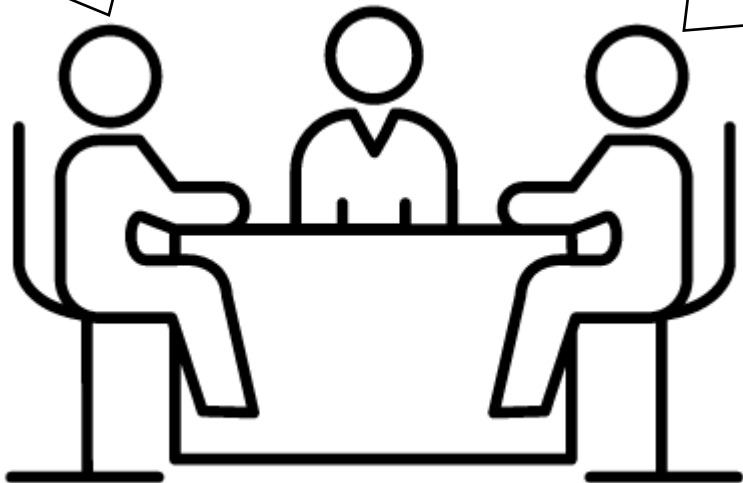


## 역사 요약 당시

PPT

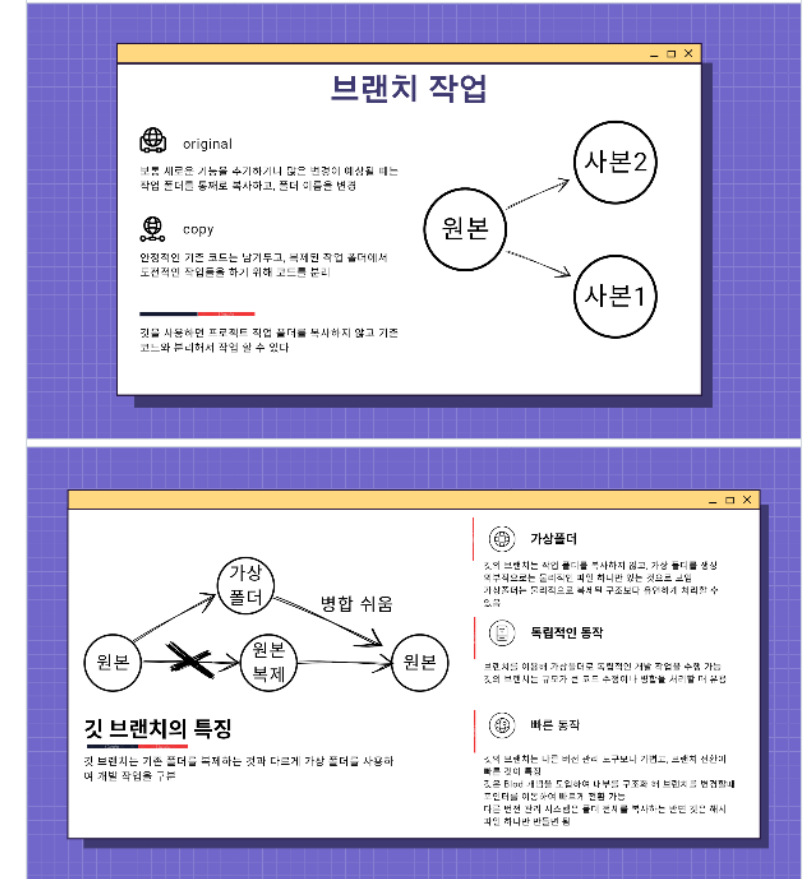
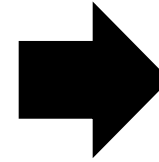
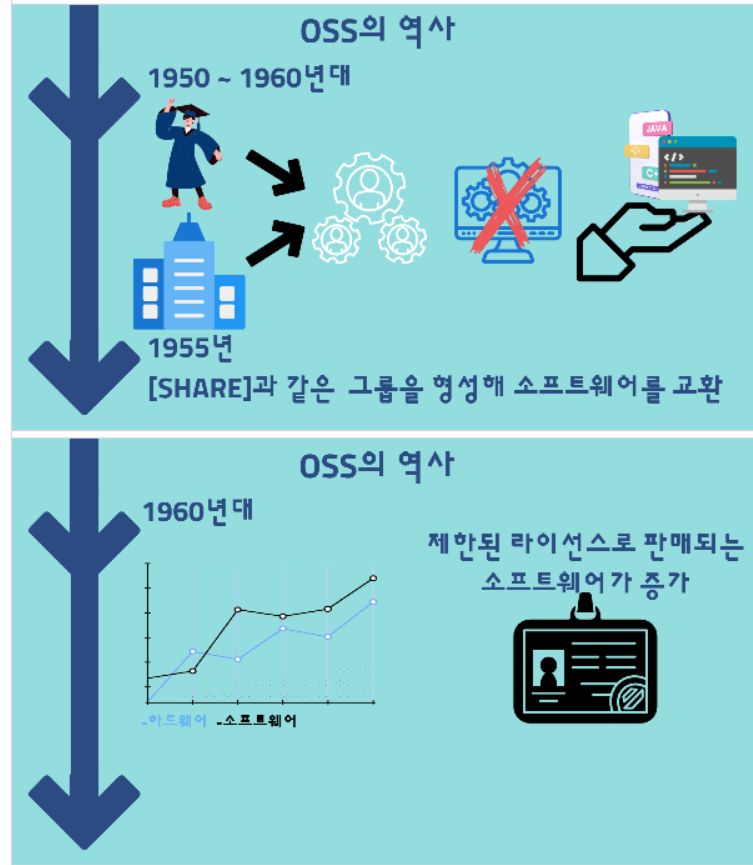


차별성...



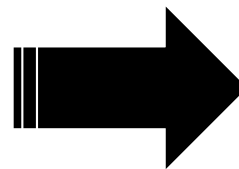
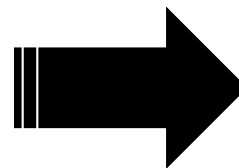


## 역사 요약 끝난 뒤





## 8장 요약 당시



MADE IN ACKANG



## 8장 요약 결과물



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README.md

### OSS-8

# 병합과 충돌

MADE IN ACKANG



**병합**MADE IN ACKANG

브랜치 생성 목적 : 원본 코드에 영향을 주지 않고 분리 개발을 위해

병합 : 분리된 브랜치를 한 브랜치로 합치는 작업

깃의 브랜치 사용 : 자동 병합이 가능


#### 1. 하나씩 직접 비교하는 수동 병합



▲ 그림 8-1 코드 수동 병합



# 프로젝트




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**Achievements**

 Beta [Send feedback](#)

Overview Repositories 18 Projects Packages Stars 3

Welcome to the all-new projects

Built like a spreadsheet, project tables give you a live canvas to filter, sort, and group issues and pull requests. Tailor them to your needs with custom fields and saved views.

[Learn more](#)

is:open [New project](#)

6 Open	1 Closed	Sort
<b>Week-9</b> Private		...
#7 updated 4 days ago		
<b>Week-8</b> Private		...
#6 updated 4 days ago		
<b>week-7</b> Private		...
#5 updated 4 days ago		
<b>Week-6</b> Private		...
#4 updated 4 days ago		
<b>Week-11</b> Private		...
#3 updated 2 hours ago		
<b>Week-10</b> Private		...
#2 updated 4 days ago		

Done 5

OSS-8 #1 ...

자료 조사 역할 배분

OSS-8 #2

자료 모으기

OSS-8 #3

자료 합치기

OSS-8 #4

자료 정리 후 올리기

OSS-8 #5

디자인 정하기





# 이슈

Label issues and pull requests for new contributors

Dismiss

Now, GitHub will help potential first-time contributors discover issues labeled with **good first issue**

Filters ▾

is:issue is:open

Labels 11

Milestones 1

New issue

☐ 5 Open ✓ 0 Closed

Author ▾

Label ▾

Projects ▾

Milestones ▾

Assignee ▾

Sort ▾

☐ 자료 합치기 Importance Reference  
#6 opened 4 days ago by pernean 11-14

☐ 자료 모으기 Importance Reference  
#5 opened 4 days ago by pernean 11-14

☐ 자료 조사 역할 배분 Importance Reference  
#4 opened 4 days ago by pernean 11-14

☐ 11-14 내용 정리 후 발표 준비 Importance Reference  
#3 opened 7 days ago by pernean 11-14

☐ 11-16 발표 Importance Reference  
#2 opened 7 days ago by pernean 11-14



# 위키

Projects 1 Wiki Security Insights Settings

## 11월3일 팀 회의

ACKANG edited this page 2 hours ago · 1 revision

Edit

New page



Pages 2

Find a page...

Home

OSS-8장 요약

11월3일 팀 회의

+ Add a custom sidebar

Clone this wiki locally

<https://github.com/perneean/OSS-8>



+ Add a custom footer





# 스타



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## Achievements



Beta Send feedback

Overview Repositories 18 Projects Packages Stars 3

Lists (2)

Sort

Create list

OSS-ANOTHER OSS 대표 OSS

6 repositories

OSS-assignment 과제모음

5 repositories

Beta Lists are currently in beta. [Share feedback and report bugs.](#)

## Stars

Search stars

Type: All

Language

Sort by: Recently starred

perneean / OSS-Copyright

Starred

1 1 Updated yesterday

perneean / OSS-react

Starred

1 1 Updated yesterday

perneean / OSS-linux

Starred

1 1 Updated yesterday

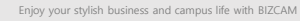
perneean / OSS-vscode

Starred

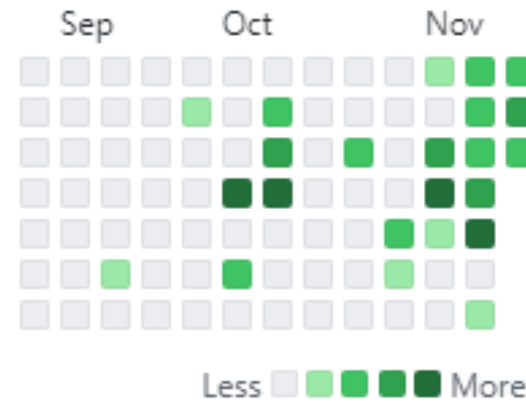
1 1 Updated 37 minutes ago



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## 느낀점



# GitHub



# 프로젝트-리퍼

☰ README.md



## pr-reaper

### 오프닝

- 프레임으로 구현
- 스타트 버튼

### 활동 이력

#### 맵

- 세로 긴 맵, 캐릭터 포커스, 사진 주차 별 한 장
- 캐릭터 속도 지정, 속도에 따라서 화면 움직임.

### 주의할 점

- 가로 긴 맵, 캐릭터 포커스, 사진 지나감.
- 캐릭터 속도 지정, 맵 속도와 동일

### 마무리

- 세로 긴 맵
- 멤버 캐릭터 띄우기.
- 캐릭터가 맵 끝까지 내려온 경우 엔딩크래딧 올라옴.

## 11/10 회의

- 배경화면 1 : 가로 1600 / 세로 8000
- 배경화면 2 : 가로 10000 / 세로 1000
- 캐릭터 : 가로 90 / 세로 140

## 그리셔야 할 것

맵 길은 기계어와 같은 걸로 2~3장 정도?

오프닝 마지막 맵에서 엔딩크레딧.

## 캐릭터 이미지 : 정면, 측면, 잔재(2~3장)

## 이미지 변환

- 시간을 지정하여 그려지는 이미지 변경


## 결과





## 프로젝트-리퍼






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Overview **Repositories 18** Projects Packages Stars 13

Find a repository... [Type](#) [Language](#) [Sort](#) [New](#)

- [OSS-tensorflow](#) Public [Starred](#)  
☆ 1 🍴 1 Updated 2 hours ago
- [OSS-pytorch](#) Public [Star](#)  
🍴 1 Updated 2 hours ago
- [OSS-vscode](#) Public [Starred](#)  
☆ 1 🍴 1 Updated 2 hours ago
- [OSS-ACKANG](#) Public [Star](#)  
🍴 1 Updated 16 hours ago
- [OSS-linux](#) Public [Starred](#)  
☆ 1 🍴 1 Updated yesterday
- [OSS-react](#) Public [Starred](#)  
☆ 1 🍴 1 Updated yesterday
- [OSS-Copyright](#) Public [Starred](#)  
☆ 1 🍴 1 Updated 2 days ago



## 프로젝트-리퍼

**PYGAME?**

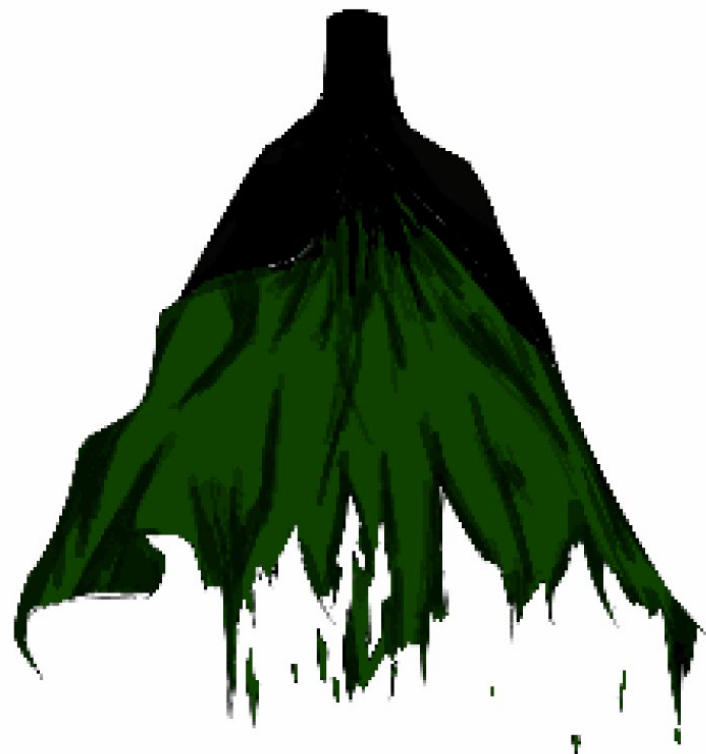




## 프로젝트-리퍼



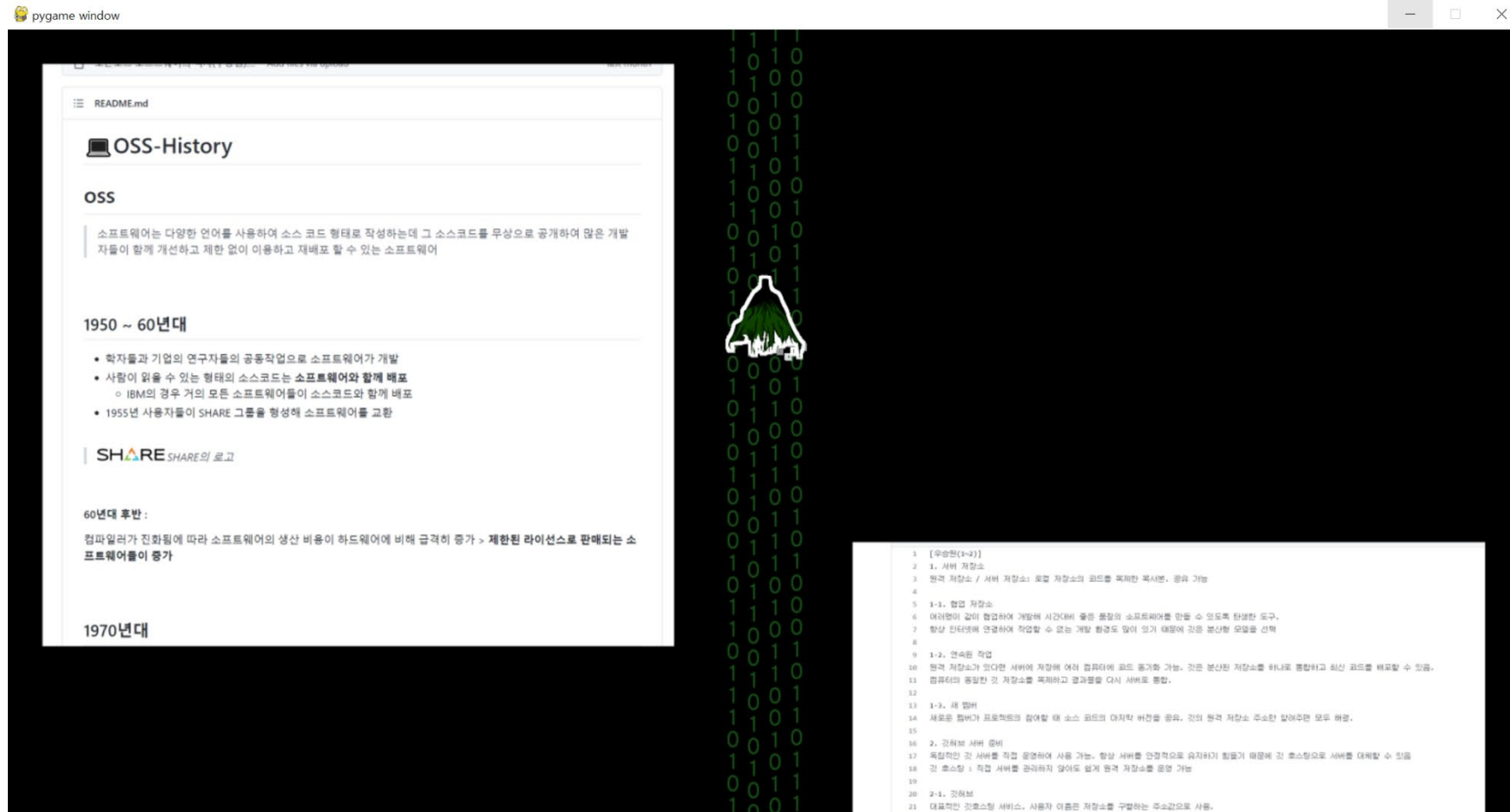
```
1 import pygame
2 import sys
3 from cmath import rect
4 import os
5
6 # 시작 화면
7 pygame.init()
8 MAX_WIDTH = 1000
9 MAX_HEIGHT = 800
10 screen = pygame.display.set_mode((MAX_WIDTH, MAX_HEIGHT))
11
12 current_path = os.path.dirname(__file__)
13 background = pygame.image.load(os.path.join(current_path, "img01.jpg"))
14 Ripper = pygame.image.load(os.path.join(current_path, "img02.jpg"))
15 background2 = pygame.image.load(os.path.join(current_path, "img03.jpg"))
16 middle_screen = pygame.image.load(os.path.join(current_path, "img04.png"))
17
18 def main():
19     fps = pygame.time.Clock()
20     Ripper_size = Ripper.get_rect().size
21     Ripper_width = Ripper_size[0]
22     state = 0
23     background_x = 0
24     background_y = 0
25     Ripper_x = (MAX_WIDTH / 2) - (Ripper_width / 2)
26     Ripper_y = 0
27     to_x = 0
28     to_y = 0
29     Ripper_speed = 50
30     mid_alpha = 0
31     mid_alpha_1 = False
32
33     running = True
```







# 프로젝트-리퍼





## 프로젝트-리퍼

---





<https://github.com/perneean?tab=repositories>

