

# step 8. 필요기능 구현 마무리

노주희

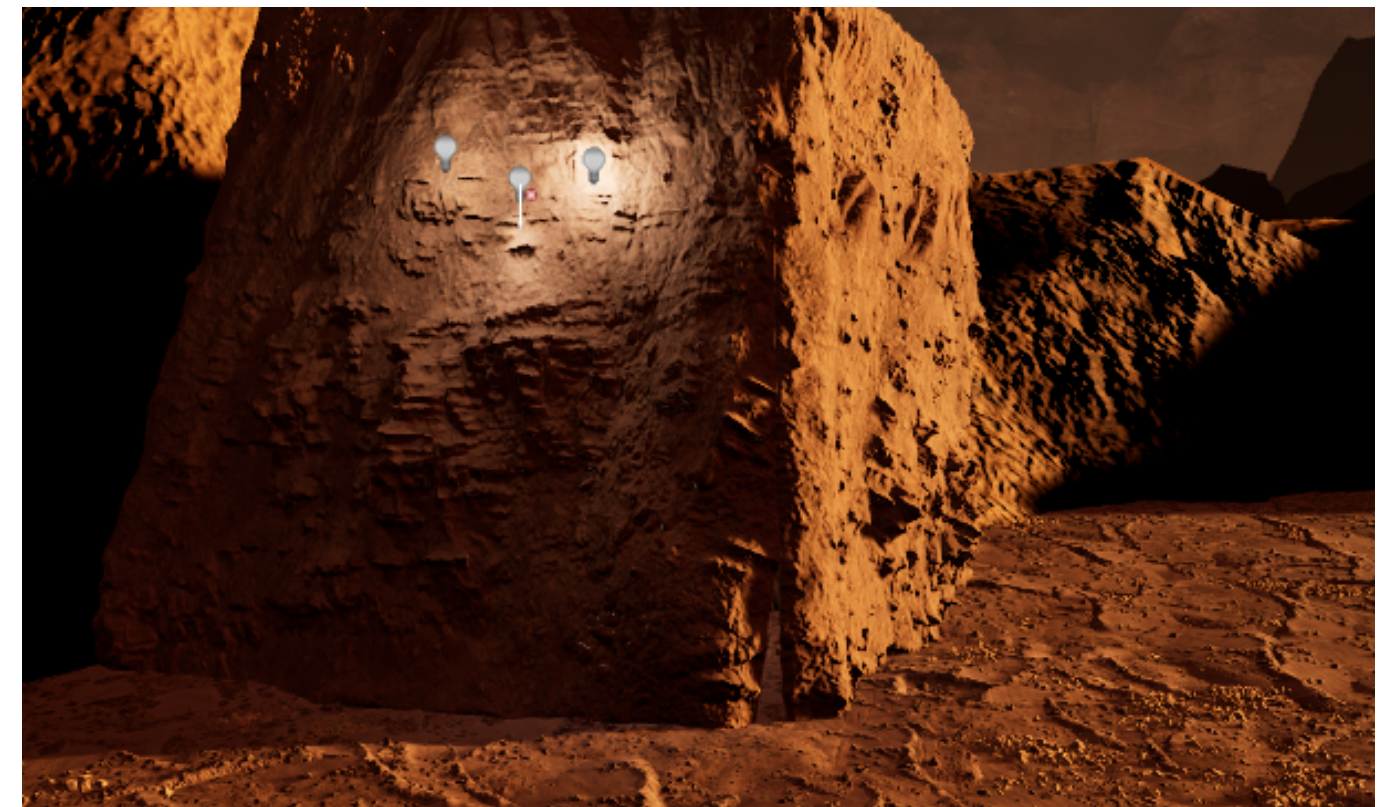
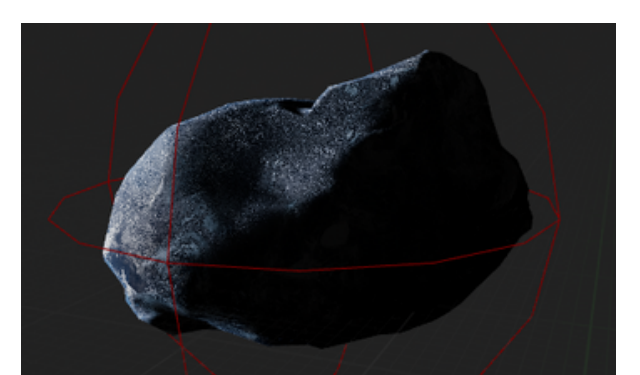
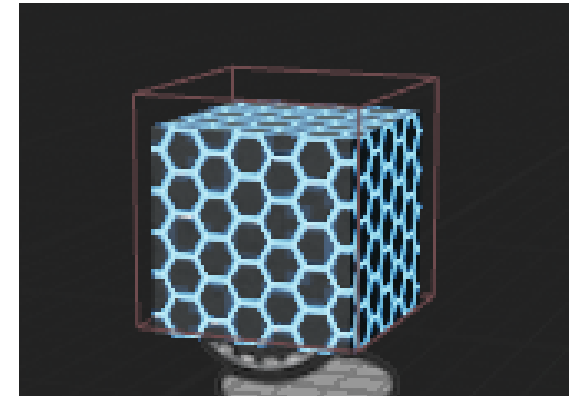
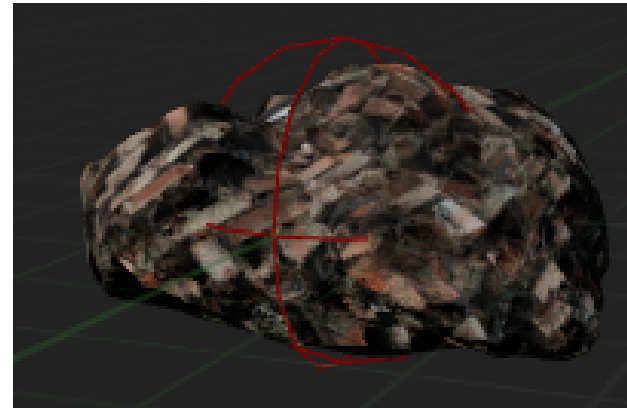
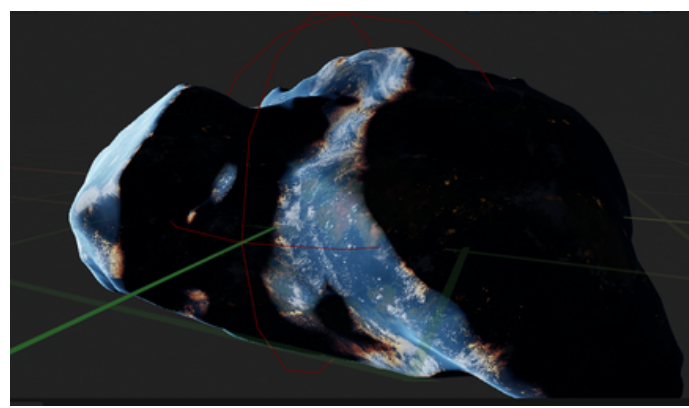
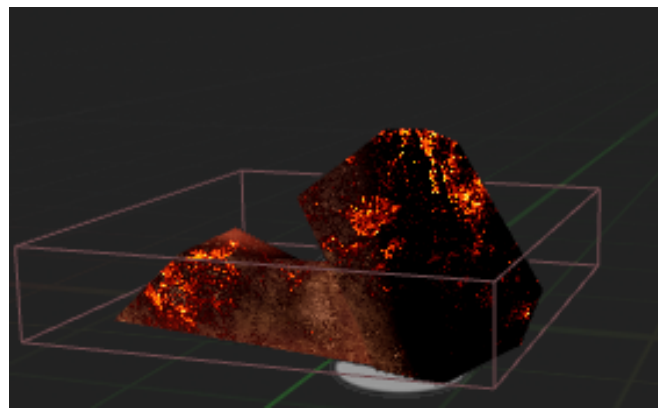
# 개발 기능 명세

01 보물 잡기, 썸스틱 이동 기능 병합

02 보물 디자인, 콘텐츠 추가

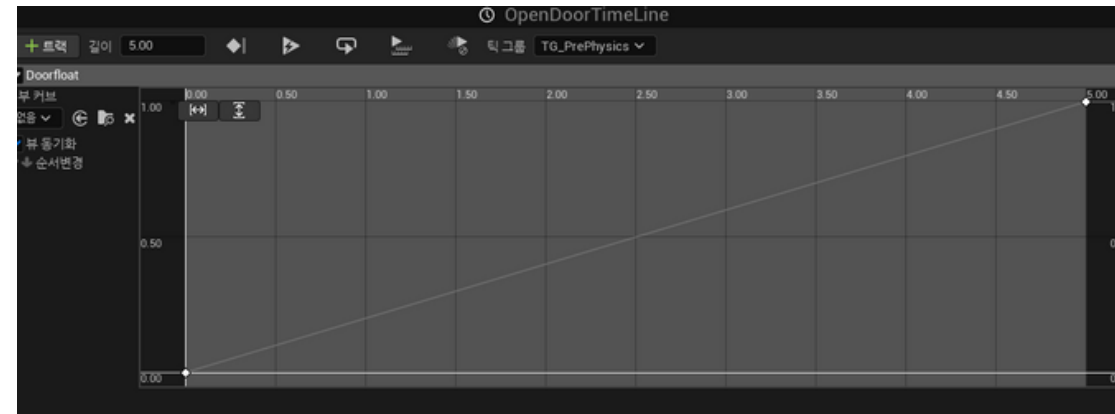
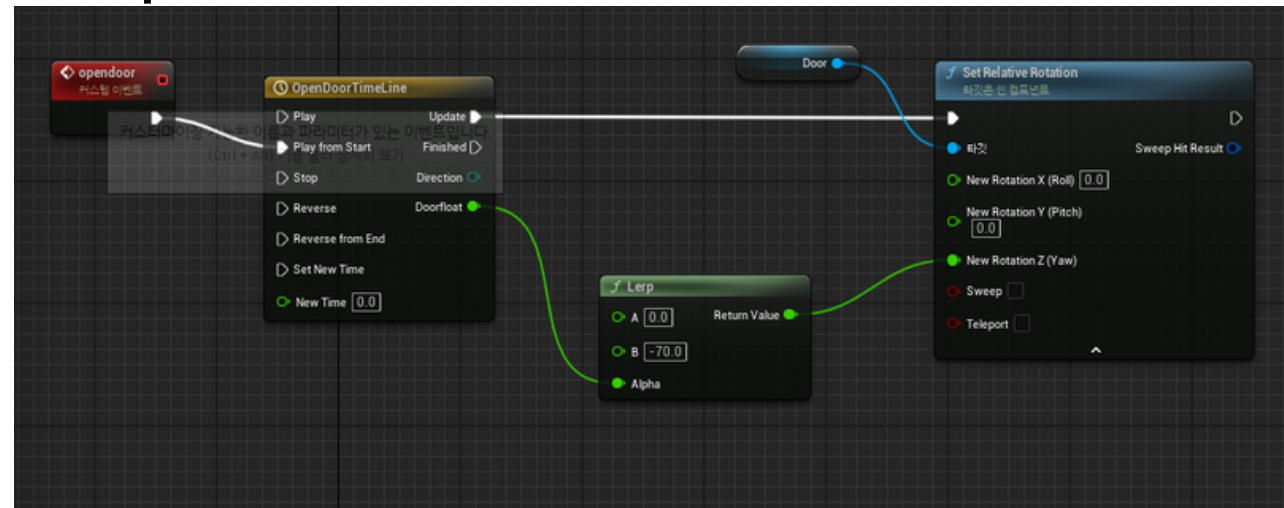
03 화성 추가 디자인

# 보물 디자인, 콘텐츠 추가



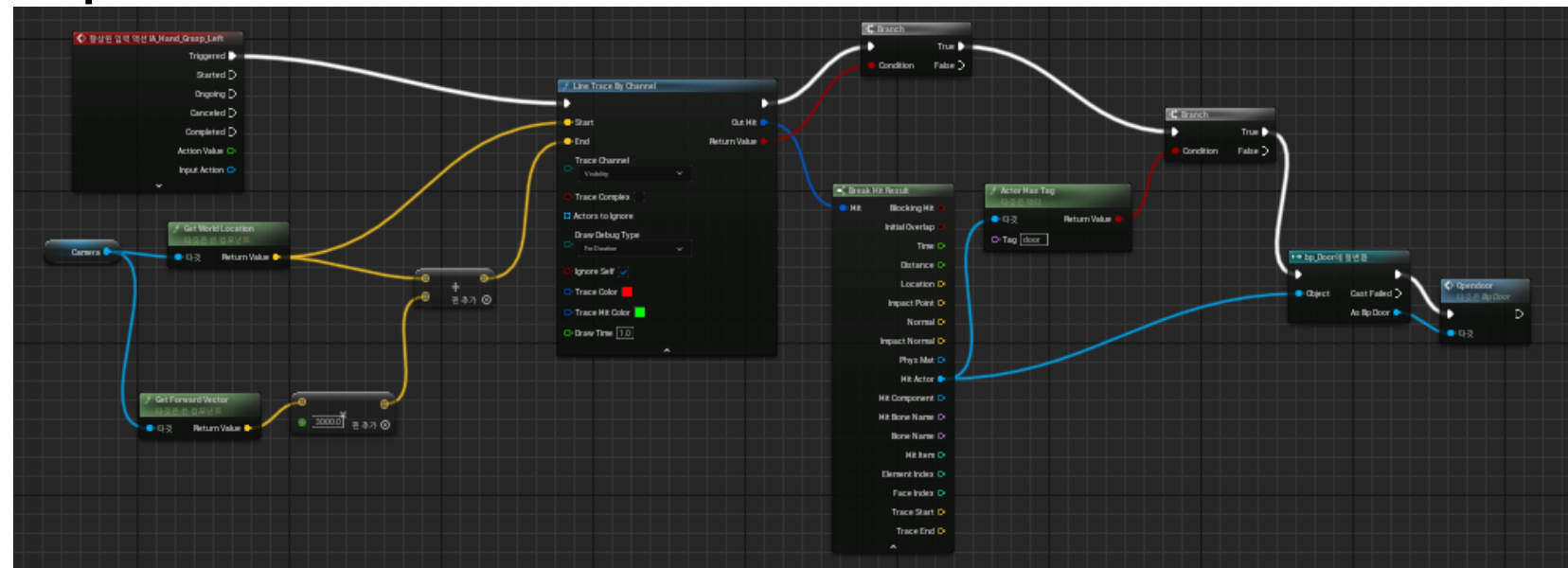
# 콘텐츠 추가 - 문

문bp



액터	
고급	
태그	1 배열 엘리먼트
인덱스 [ 0 ]	Door

vrpawn





# 화성 추가 디자인



# 개선점에 대한 우선 순위

문열림 기능을 회전값 외에 위치값을 줘서 밀기, 돌리기 등으로 다양화하여 콘텐츠 추가 필요