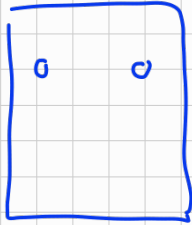
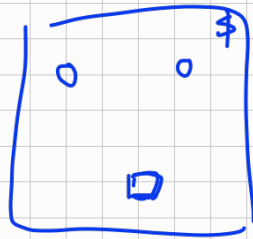


map 1

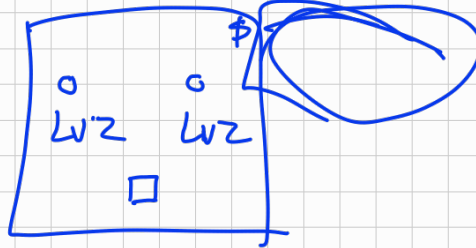


Lv 1

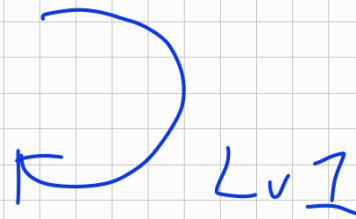
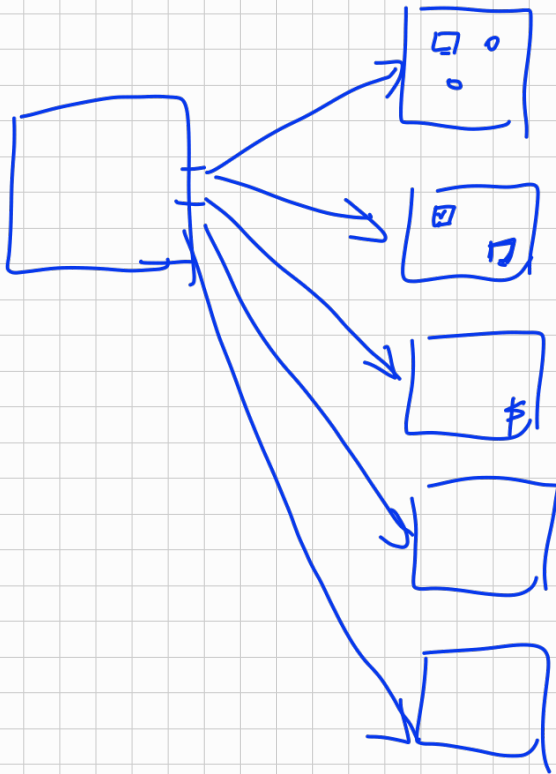


randint = [0, 4] == 0
have_battle == 3 == 0
enemy

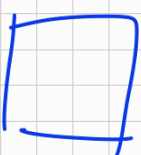
Lv 2.



Lv 1



Lv 1



Lv 2.



map' = 2(0, 0)
(3, 2).chest



range-of-vision : char-posit + 4 NEWS

$$r = \sqrt{(\square - \text{chr-x})^2 + (\square - \text{chr-y})^2}$$

chr & x

x =

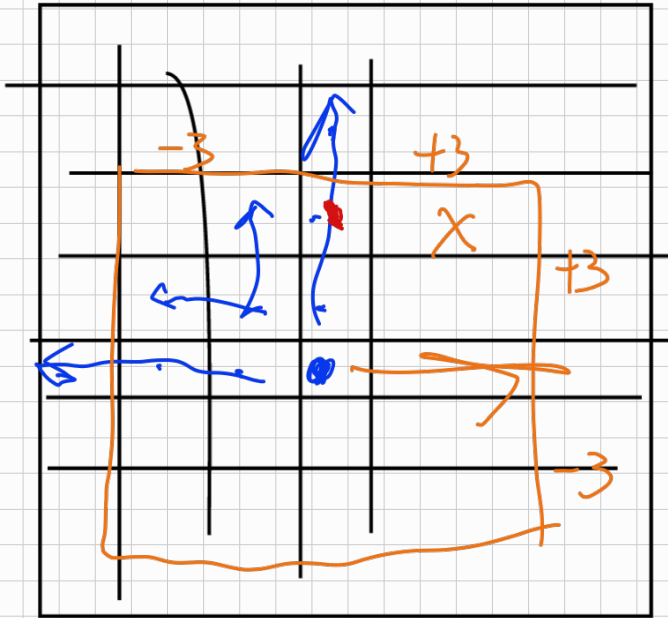
x : $\square - \text{chr-x} \leq 4$
and
y : $\square - \text{chr-y} \leq 4$

mapl = "_____"

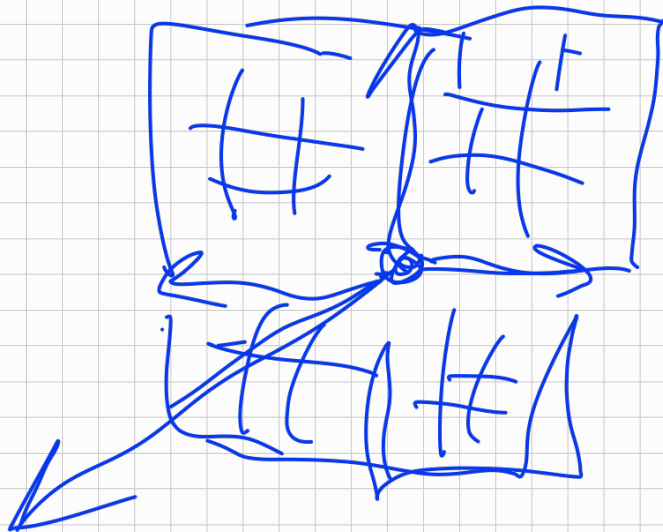
{ enemy# = [1-3]
chest = 1-2
merchant Y/N }

Range of vision

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(x, y)
 $(x+2)$
 $(x-2)$



Enemy

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```
{ str :  
  def :  
  spd :  
  }  
  { adm :  
    }
```

① if chr-spd \geq emy-spd
attack first

If _____ \geq _____ +6
attack again

② else
enemy attack first

If _____ \geq _____ +6
attack again

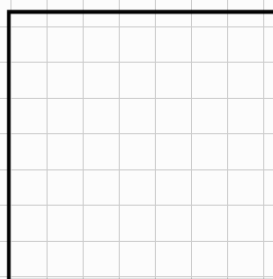
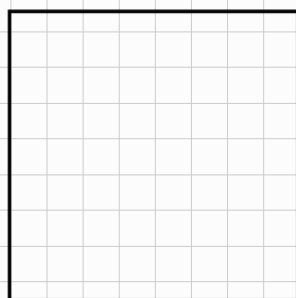
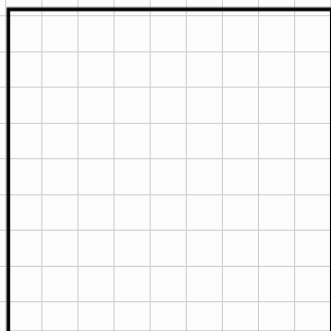
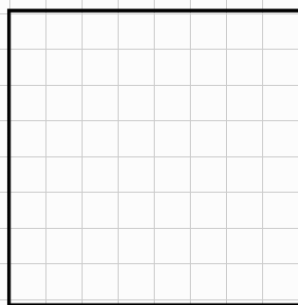
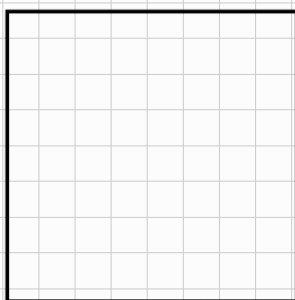
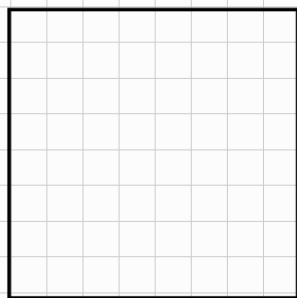
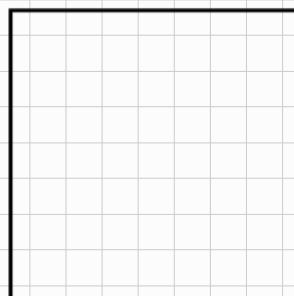
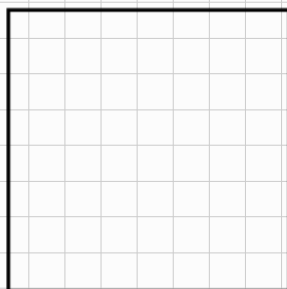
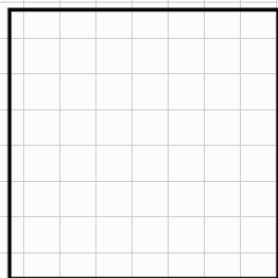
Lv1: basic enemy : 5 point x 6

Lv2: effect : stun, burn, spawns 7 point x 6
final boss | mini-boss

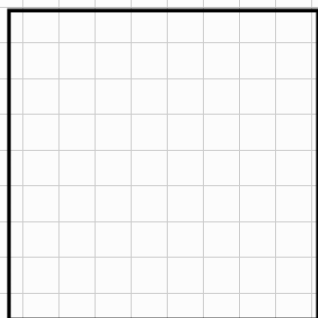
Map

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10 map (chr-Lv) → Lv1 map
→ Lv2 map



$\frac{15}{100}$ $\frac{18}{100}$



enemy

chest

marchant

healing fountain

Lv1

Lv2

5~7

7~10

3~5

3~5

0~1

0~1

0~2

0~2