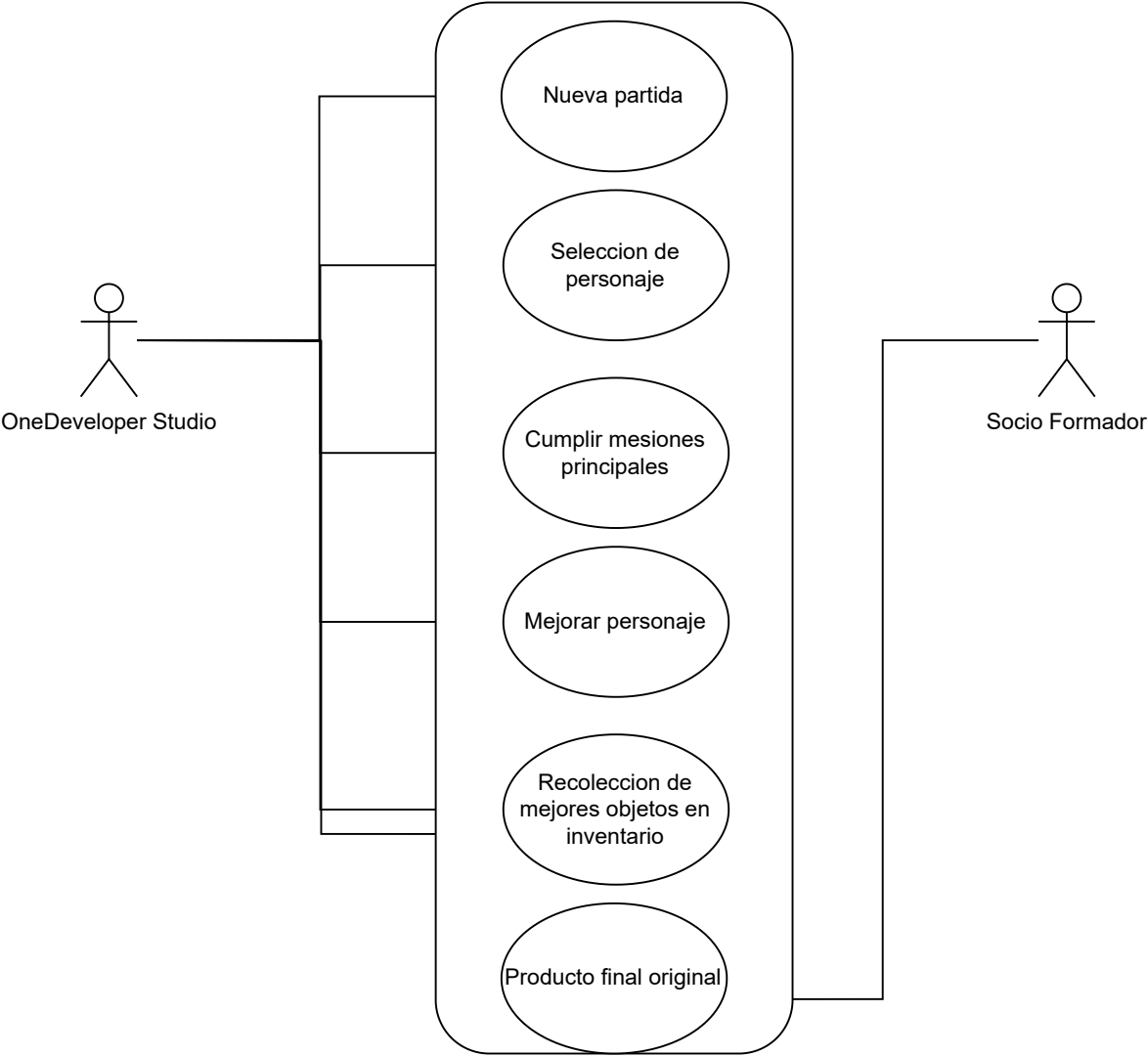
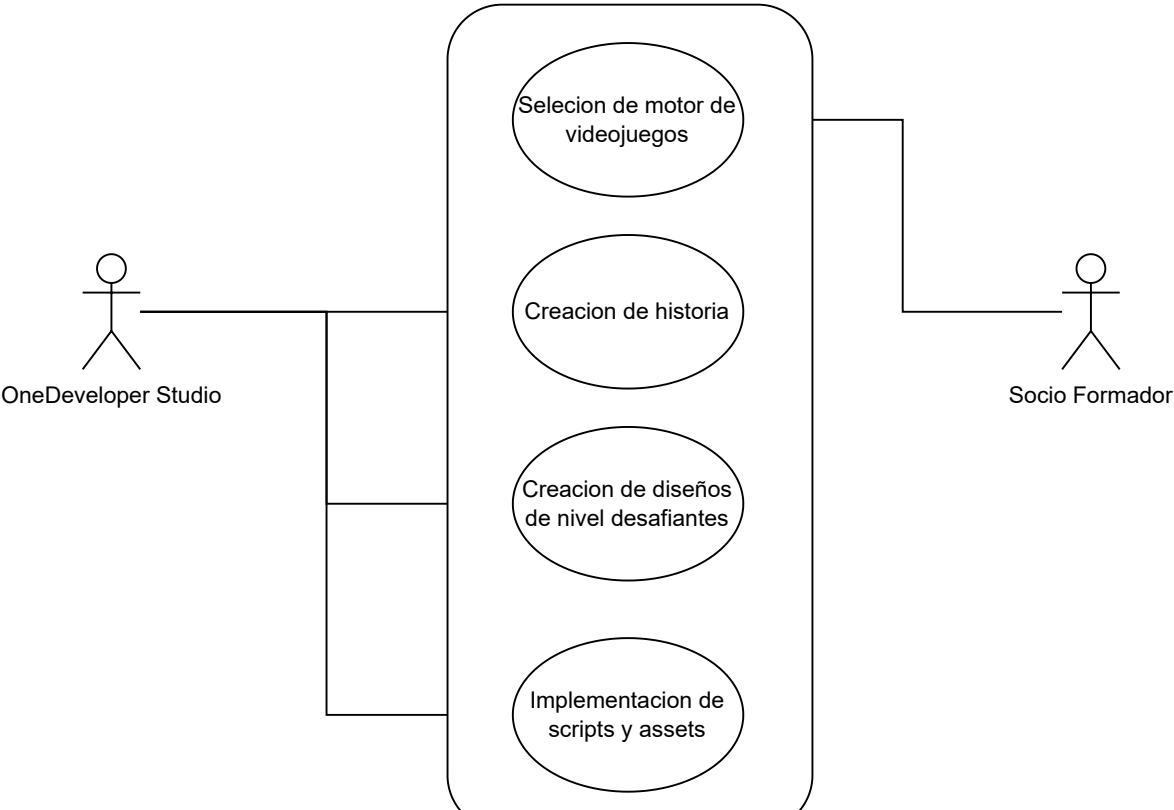


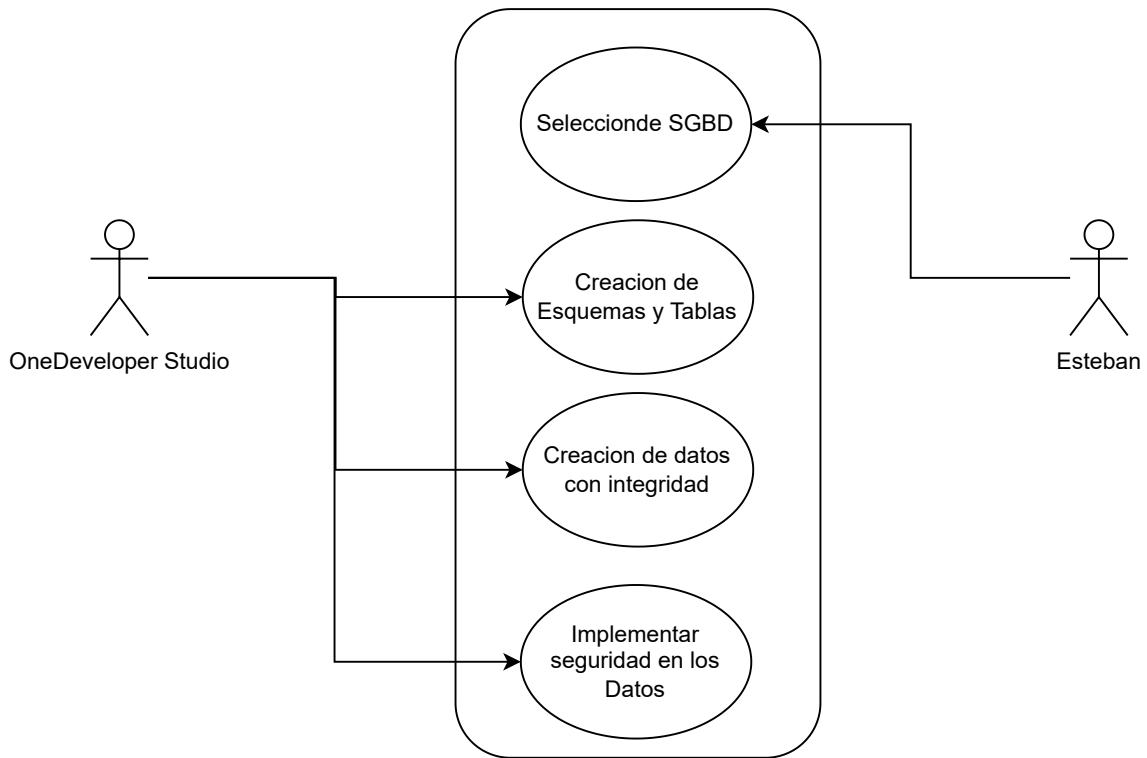
Creacion de un RPG



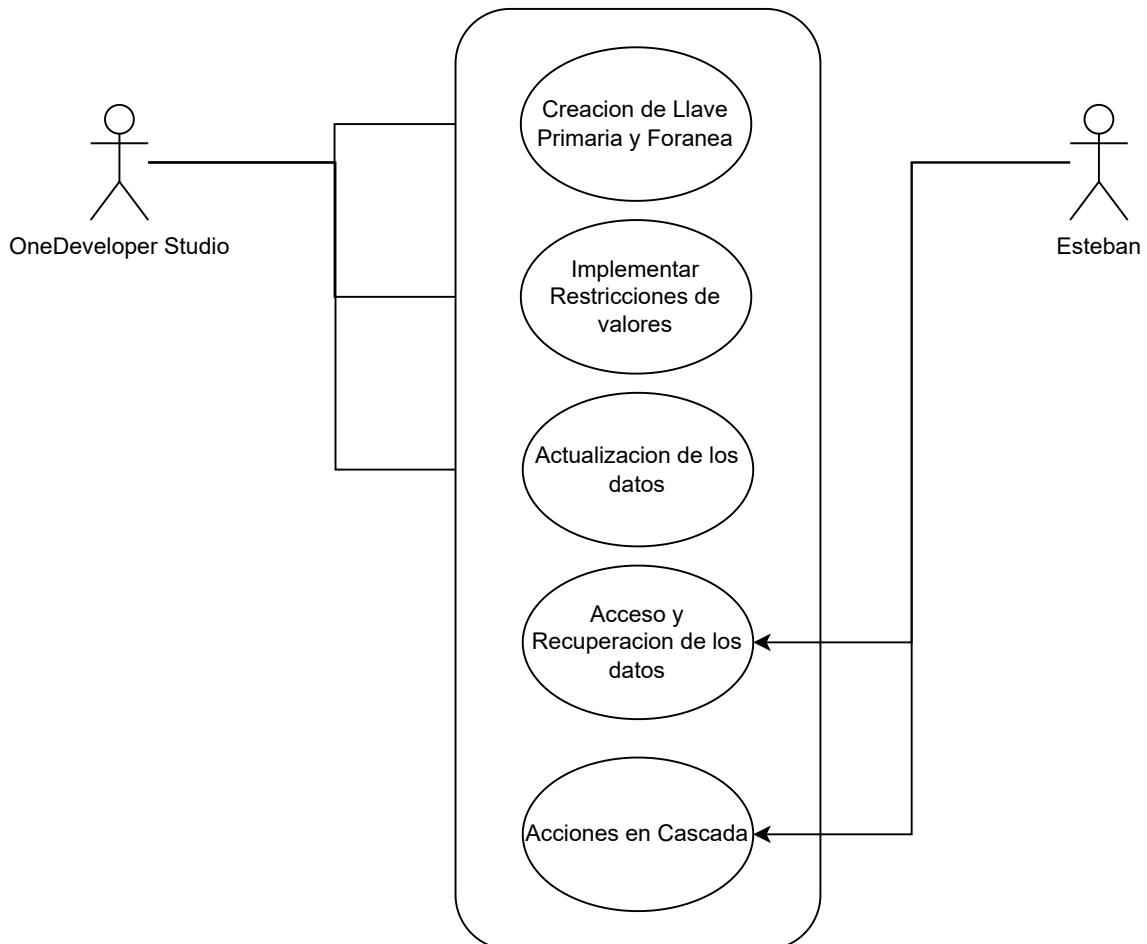
Creacion de un Juego Atractivo



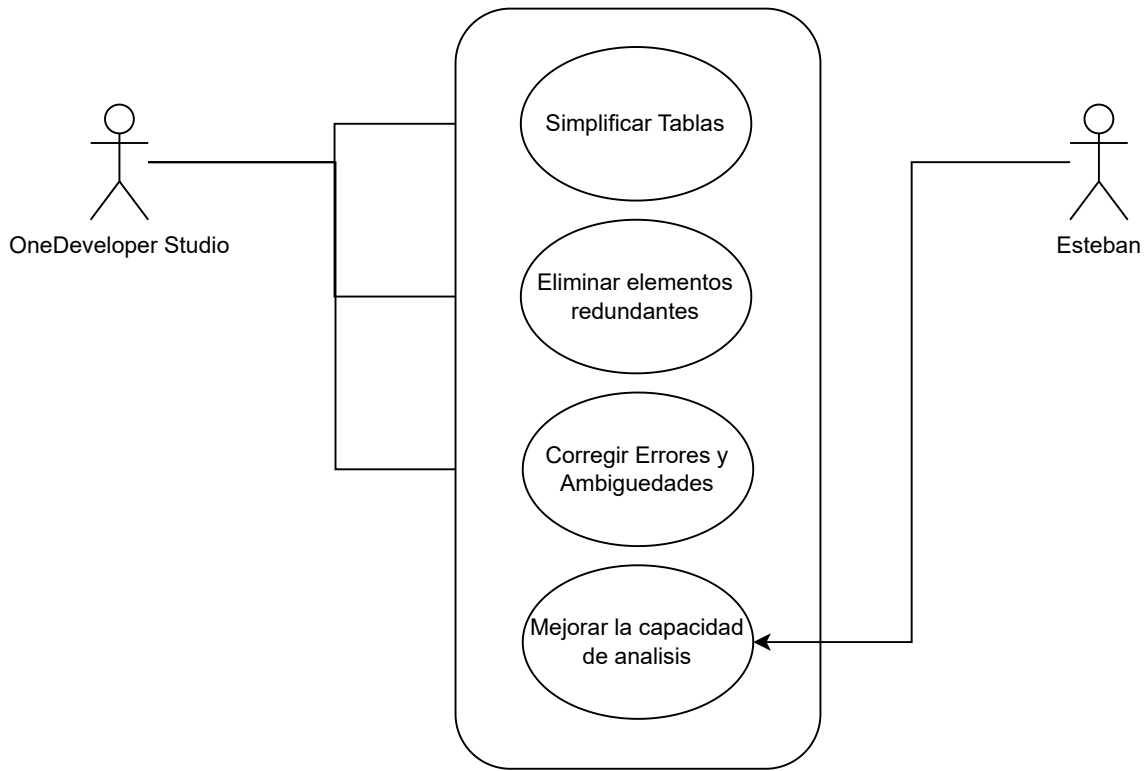
Base de datos relacional



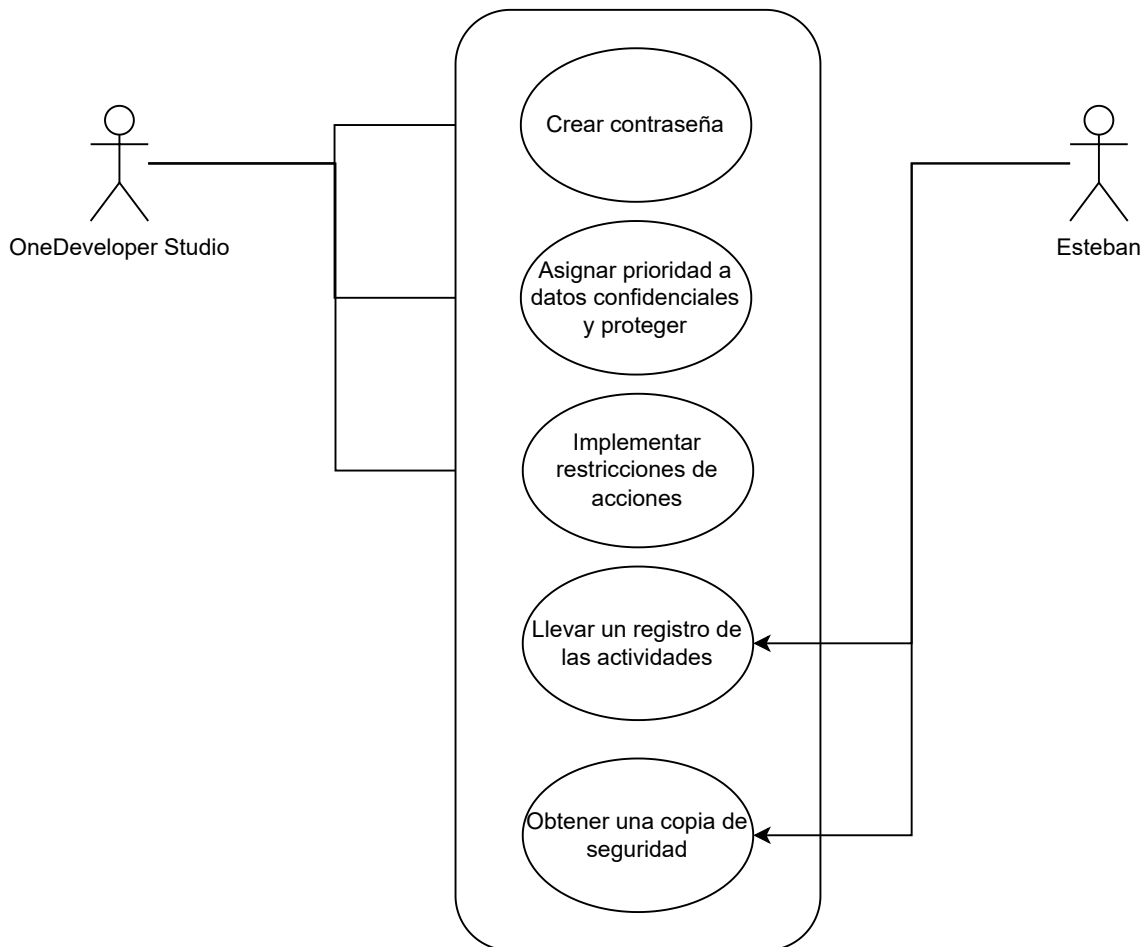
Implementar Restricciones de Integridad



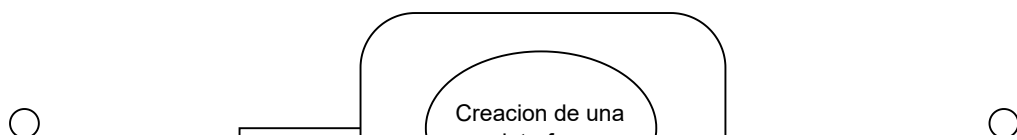
Normalizacion de la base de datos

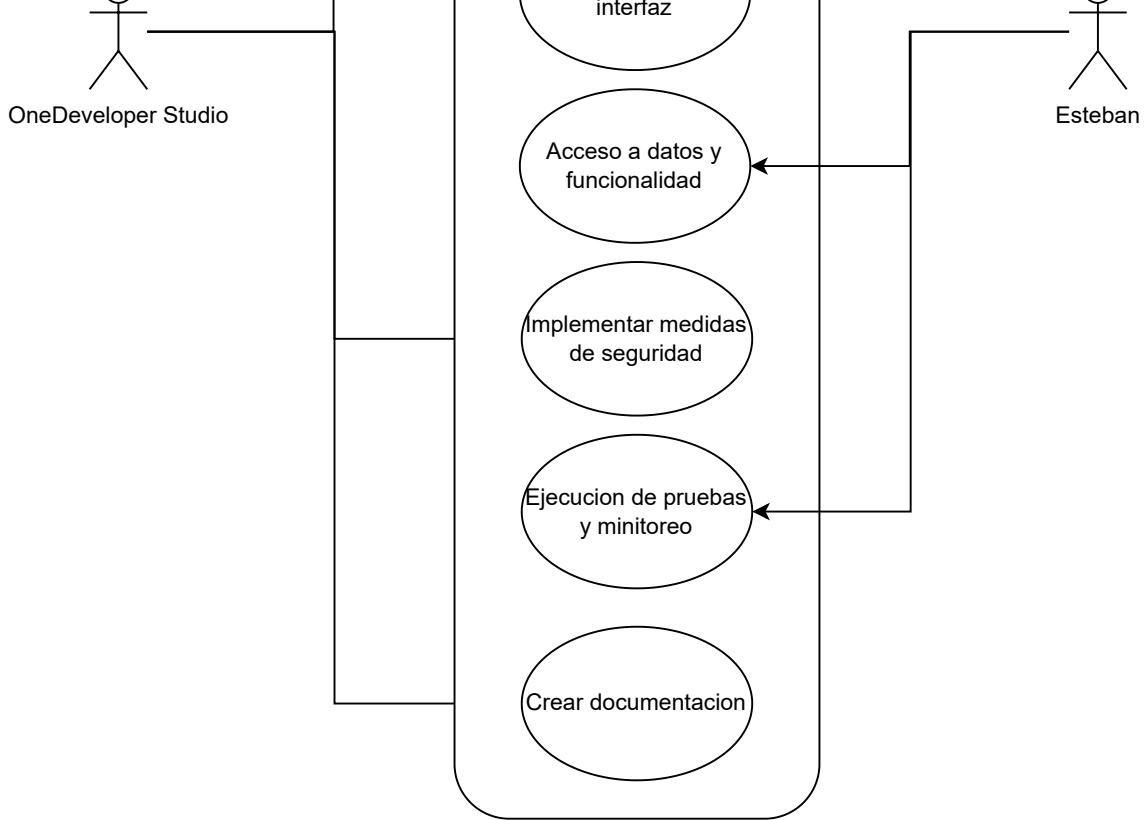


Seguridad de la base de datos

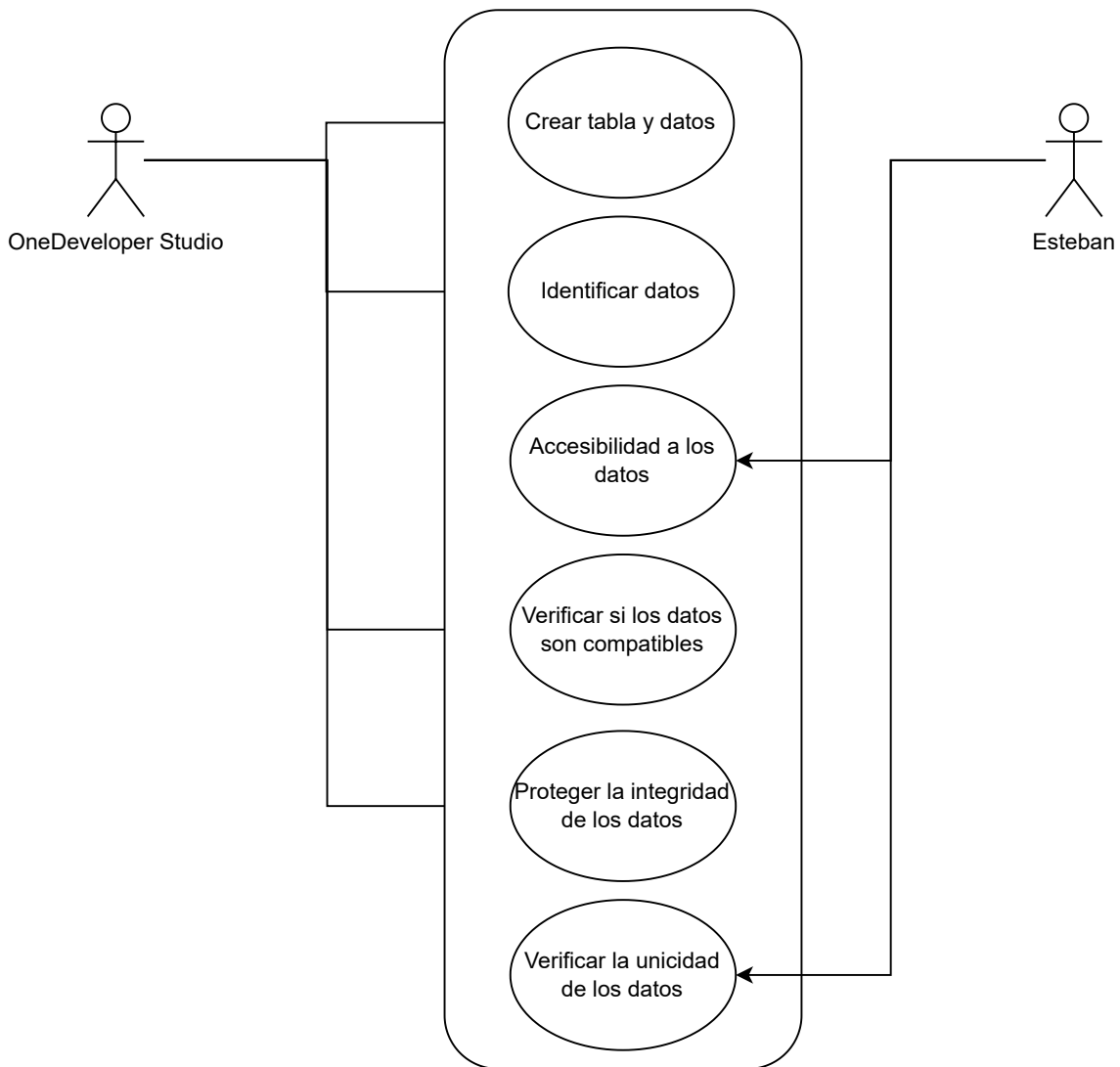


Creacion de API

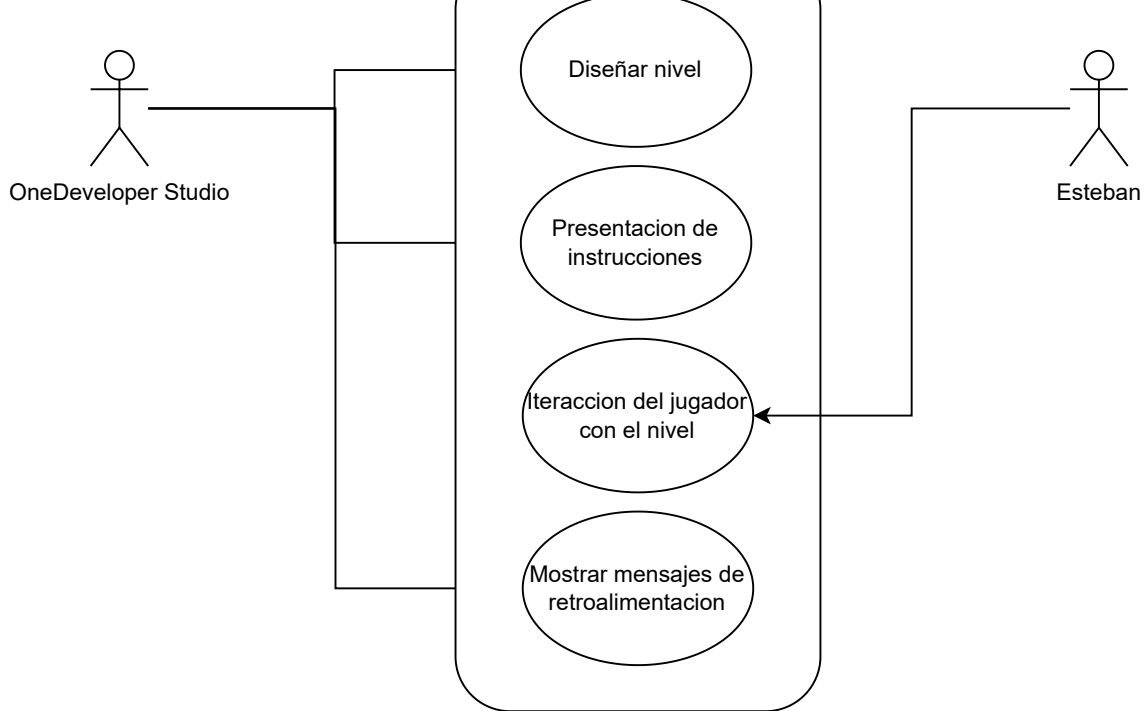




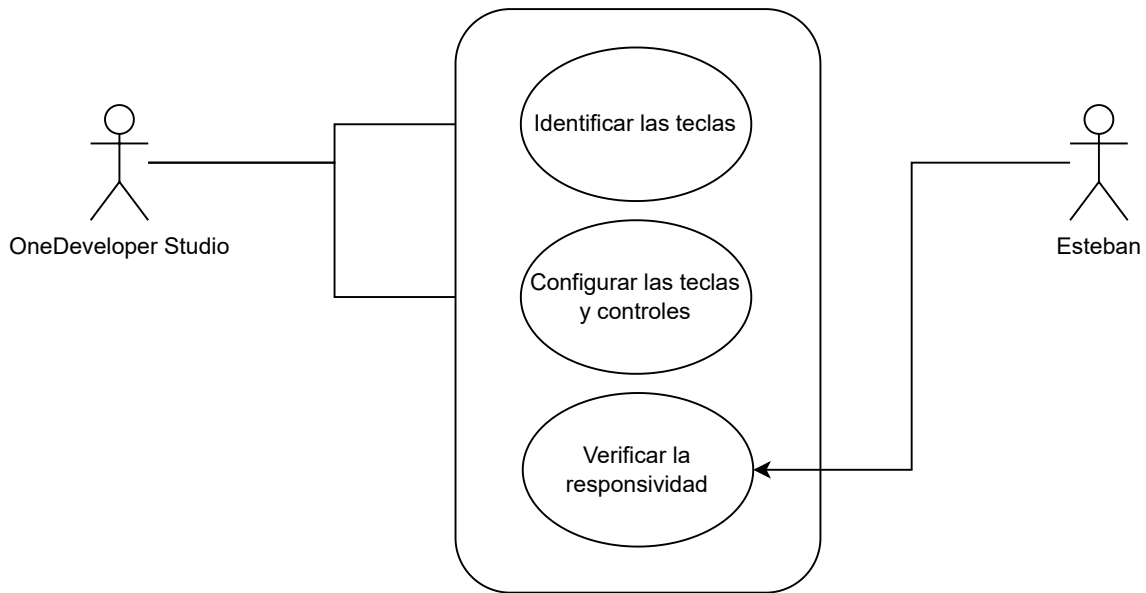
Creacion de datos atomicos



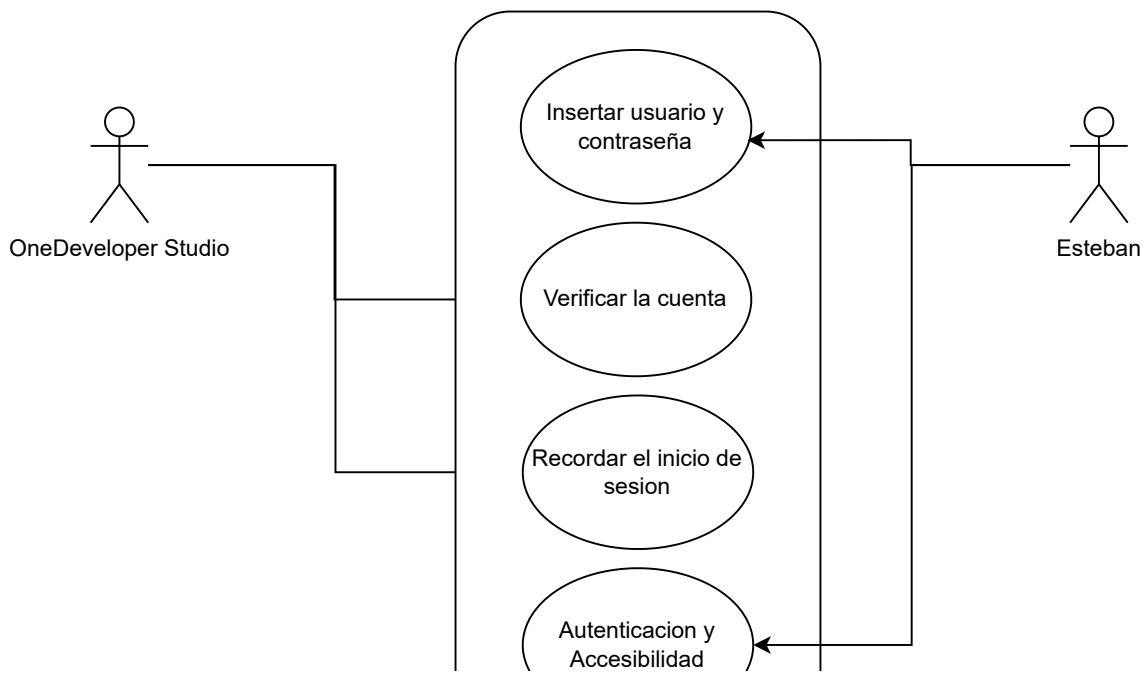
Creacion de Tutorial

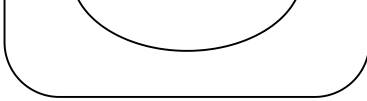


Implementacion de Controles Intuitivos

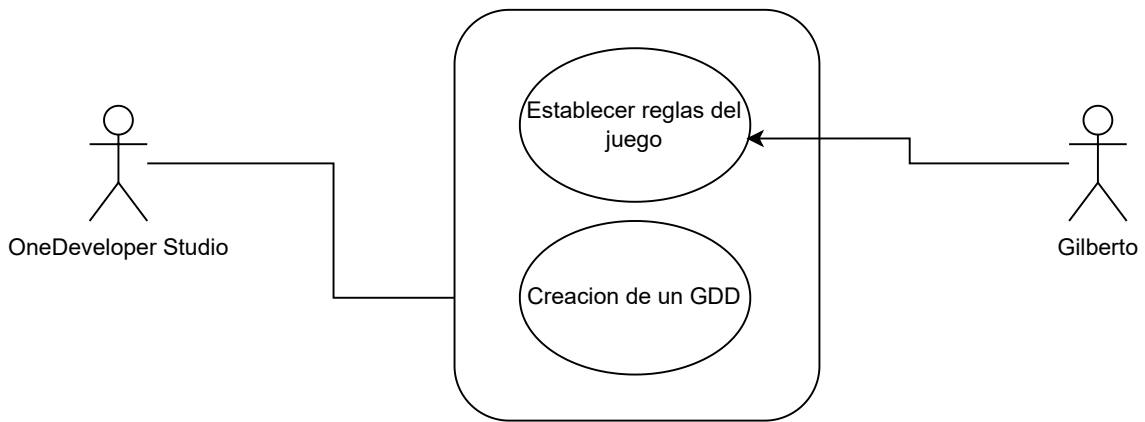


Inicio de Sesion

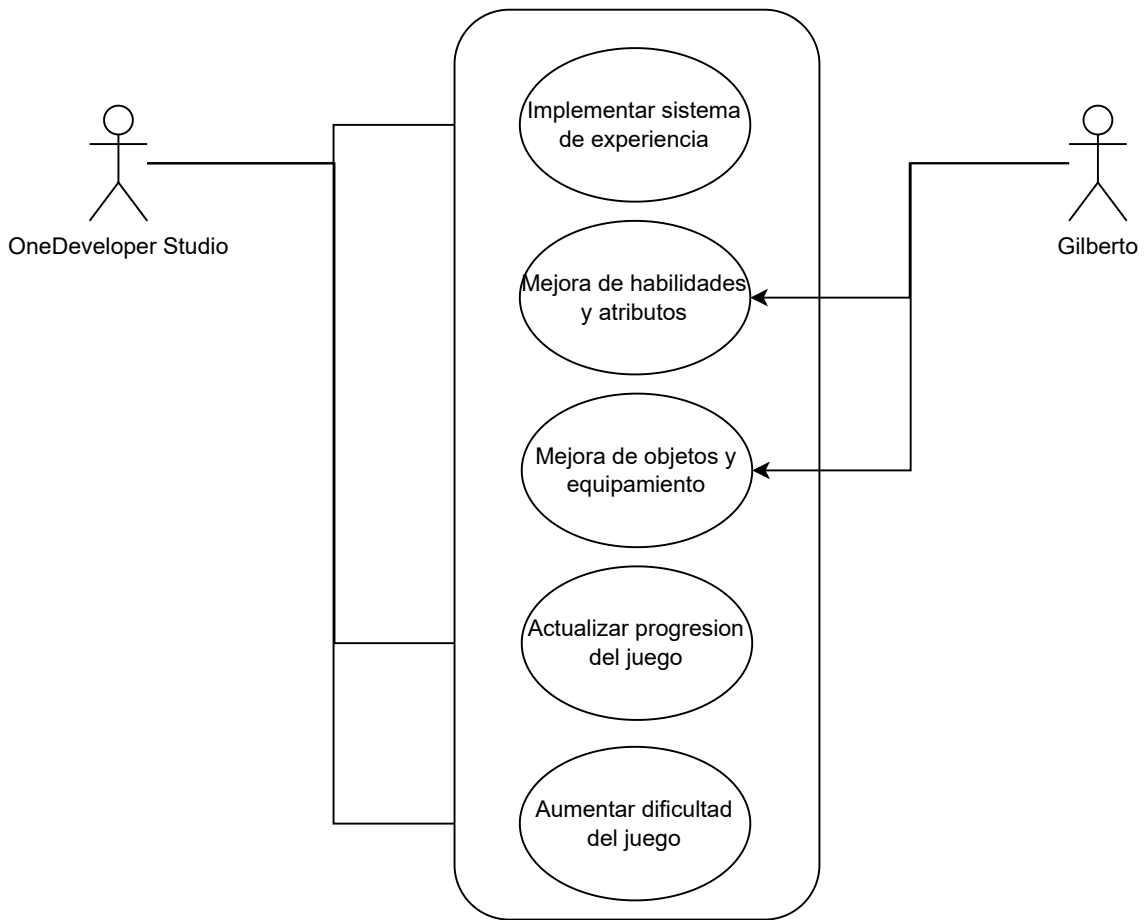




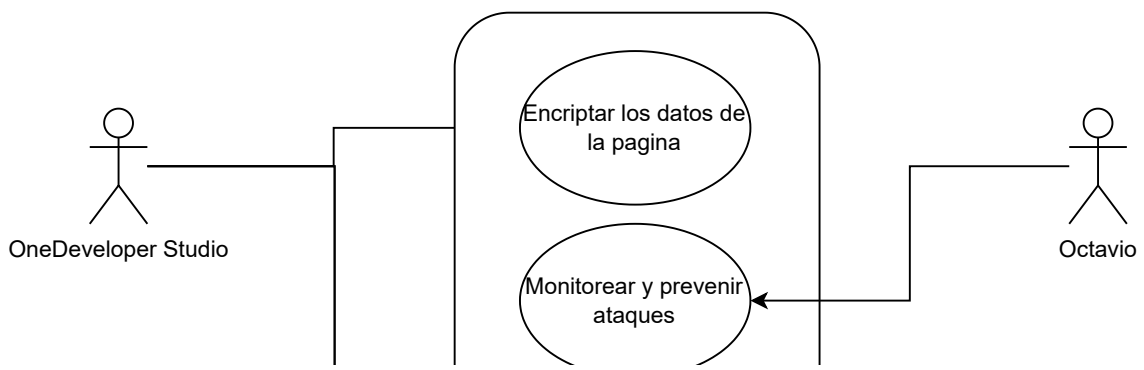
Juego con Objetivo

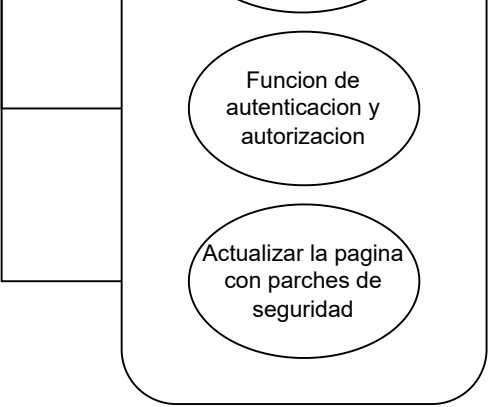


Mecanica Crecimiento de Personaje

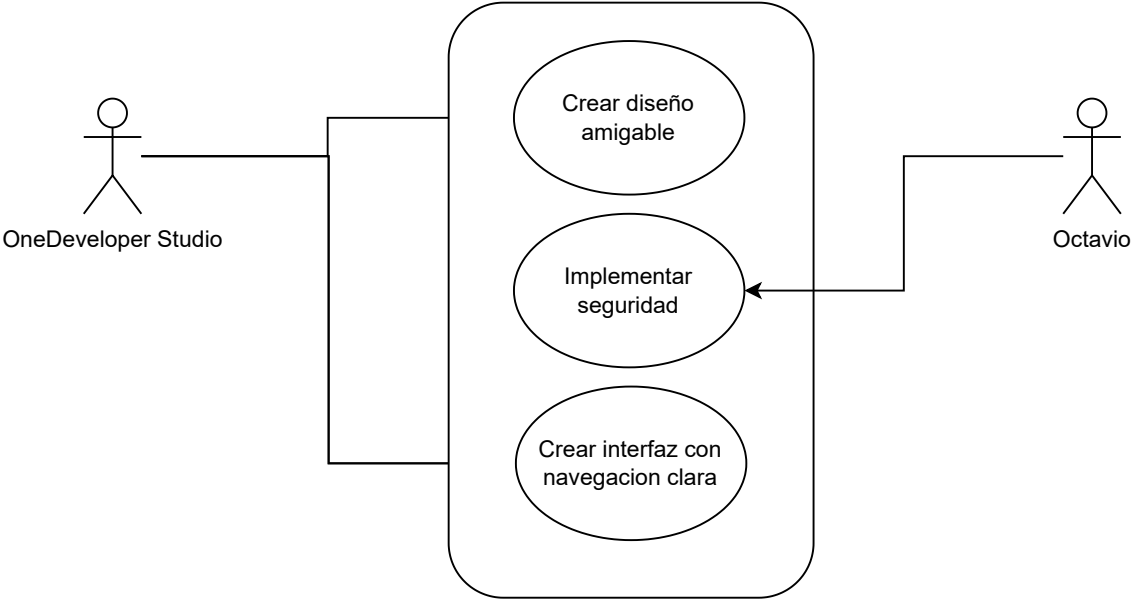


Seguridad de la web

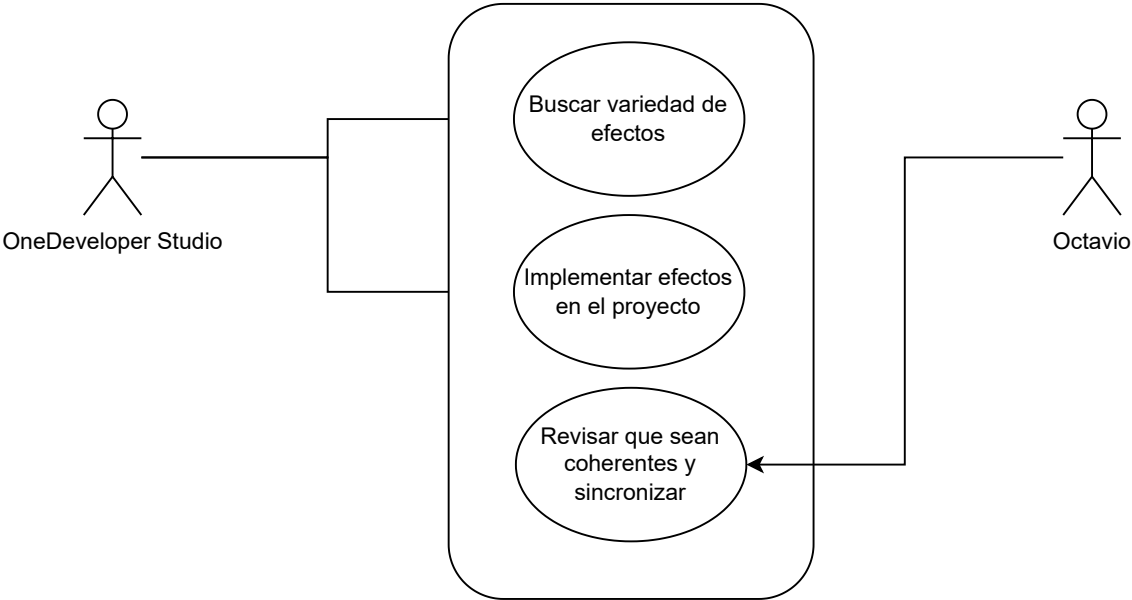




Interfaz de usuario



Efectos especiales



Juego Desafiante

