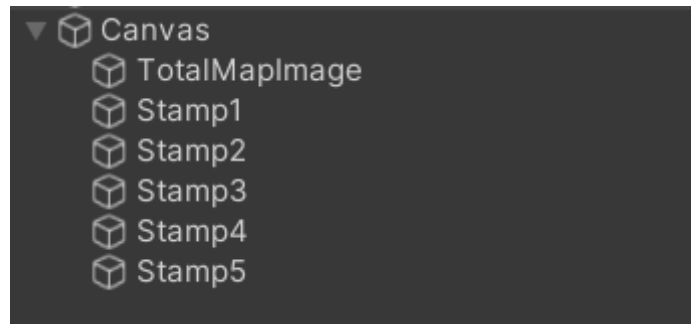


Stamp 찍기 매뉴얼

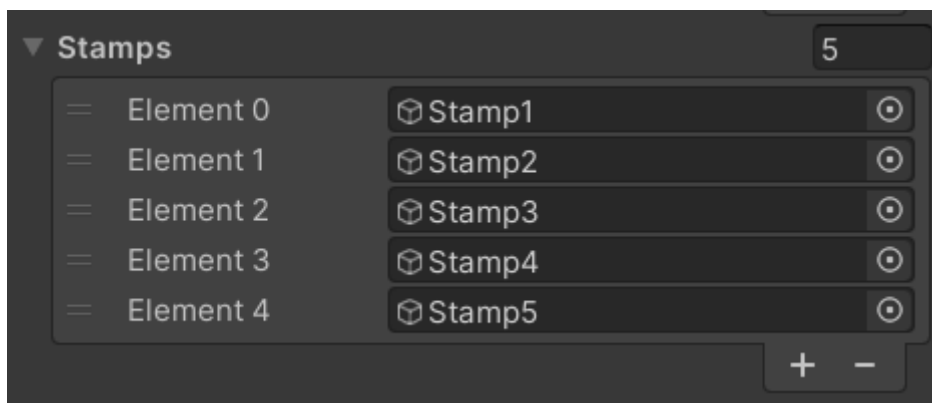
1. Hierarchy

- Canvas/TotalMapImage
(Assets/Scenes/Components/Common/Prefabs/Stamp/TotalMapImage)
- Stamp1~Stamp5까지 만들기
(Assets/Scenes/Components/Common/Prefabs/Stamp/Stamp1~Stamp5)

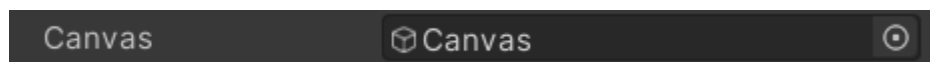


2. Canvas에 script 넣기 (Assets/Scenes/Components/Common/Scripts/StampScript.cs)

1. Stamps(크기 5인 배열)에 Stamp1~Stamp5까지 넣기



2. Canvas drag & drop



3. Conditions, Presences

- Condition: 찍을 것인지 여부
- Presence: 이미 찍혔는지 여부
- 예)
 - Map3의 경우 stamp1, 2는 이미 찍혀야 하고 stamp3는 찍힐 예정
 - conditions = [1, 1, 1, 0, 0], presences = [1, 1, 0, 0, 0]

▼ Conditions5

= Element 0

☒

= Element 1

☒

= Element 2

☒

= Element 3

☐

= Element 4

☐

+

-

▼ Presences5

= Element 0

☒

= Element 1

☒

= Element 2

☐

= Element 3

☐

= Element 4

☐

+

-