INTERACTION

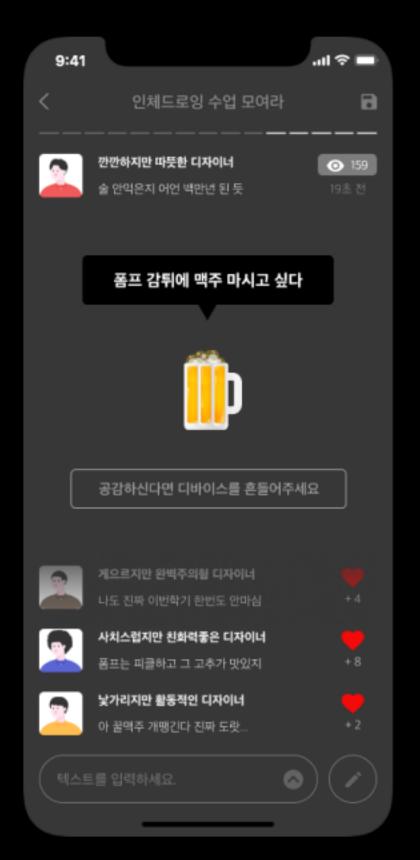
기존 SNS와 차별화 전략

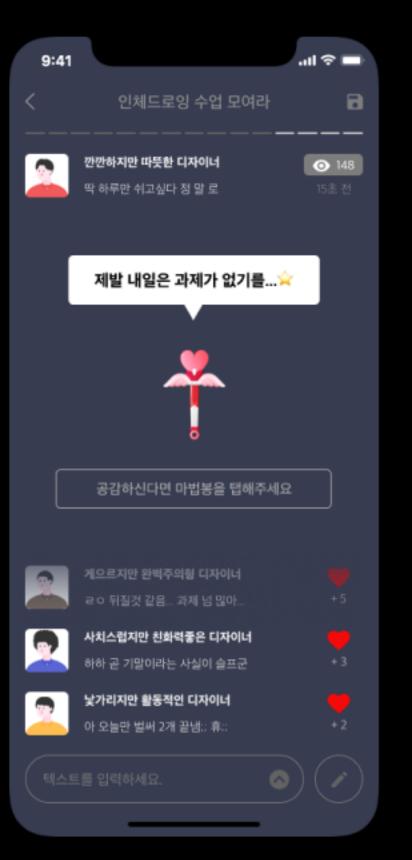
인터랙션의 다양화

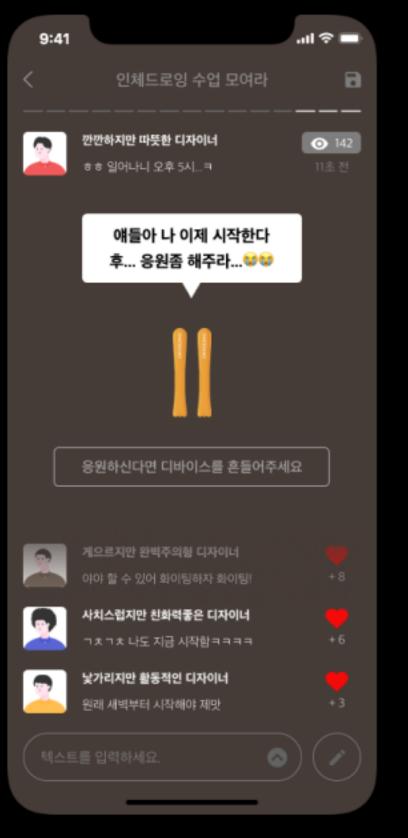
서동수 교수님

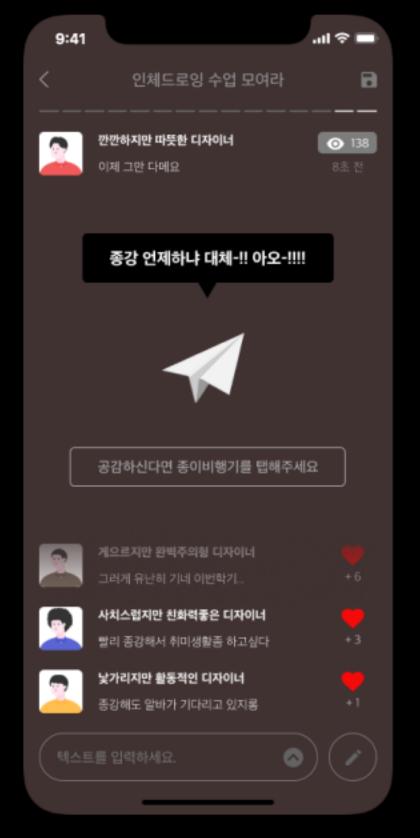
조윤주 교수님

1 과방 내부











INTERACTION

} else {

2 마니또 채팅

```
ShakeViewController.swift
                                                      particle.animationDuration = 1
   AppDelegate.swift
                                                      particle.animationRepeatCount = 1
                                                  case .soju:
   SceneDelegate.swift
                                                      bg.image = UIImage(named: "soju_screen")
   Main.storyboard
                                                      cheerIcon.alpha = 0
   Assets.xcassets
                                                      startGyros()
   LaunchScreen.storyboard
   Info.plist
                                                      shakeText.alpha = 1
   week11_testApp.xcdatamodeld
                                                      shakeTextBox.alpha = 1
▶ ■ Products
                                                      message.alpha = 1
                                                      message.image = UIImage(named: "soju_message")
                                                      message.layer.frame = CGRect(x: 82, y: 245, width: 255, height: 66)
                                                      shakeIcon.layer.anchorPoint = CGPoint(x: 0.5, y: 0.5)
                                     343
                                                      shakeIcon.frame = CGRect(x: 195, y: 337, width: 25, height: 91)
                                                      shakeIcon.setImage(UIImage(named: "soju_icon"), for: .normal)
                                     344
                                     345
                                                      shakeIcon.transform = CGAffineTransform(rotationAngle: 0)
                                                      shakeText.text = "위로하신다면 디바이스를 기울여주세요"
                                     346
                                                      shakeCount = 0
                                     348
                                                      time = 10
                                                      stopTimer = false
                                                      timerStart()
                                                                                                                                                                                                               회고에요!
                                                      particle.animationImages = beerImagesListArray as? [UIImage]
                                                      particle.animationDuration = 1
                                                      particle.animationRepeatCount = 1
                                              func timerStart() {
                                                  if screen == .soju {
```

ᆒᅘᆖ 9:41 Q E 대화하기 마니또의 추가정보를 확인해보세요 네네! 에펙으로 한번 진행해볼께요! 오늘도 도움주셔서 감사합니다!! ^0^)/ 최고에요! 2020년 06월 06일 오후 04:39 피드백 잘 받으셨나요?? 네네! 교수님께 좋은 평가 받았어요!! 정말 훌륭하네요!! 굿!!!! 다 마니또님 덕분입다 ㅠㅠㅠㅜㅜ 최고최고 진짜 최고 따로 연락하세요!! sojuTimer = Timer.scheduledTimer(timeInterval: 0.05, target: self, selector: #selector(ShakeViewController.sojuT 텍스트를 입력하세요 timer = Timer.scheduledTimer(timeInterval: 1, target: self, selector: #selector(ShakeViewController.timeLimit),