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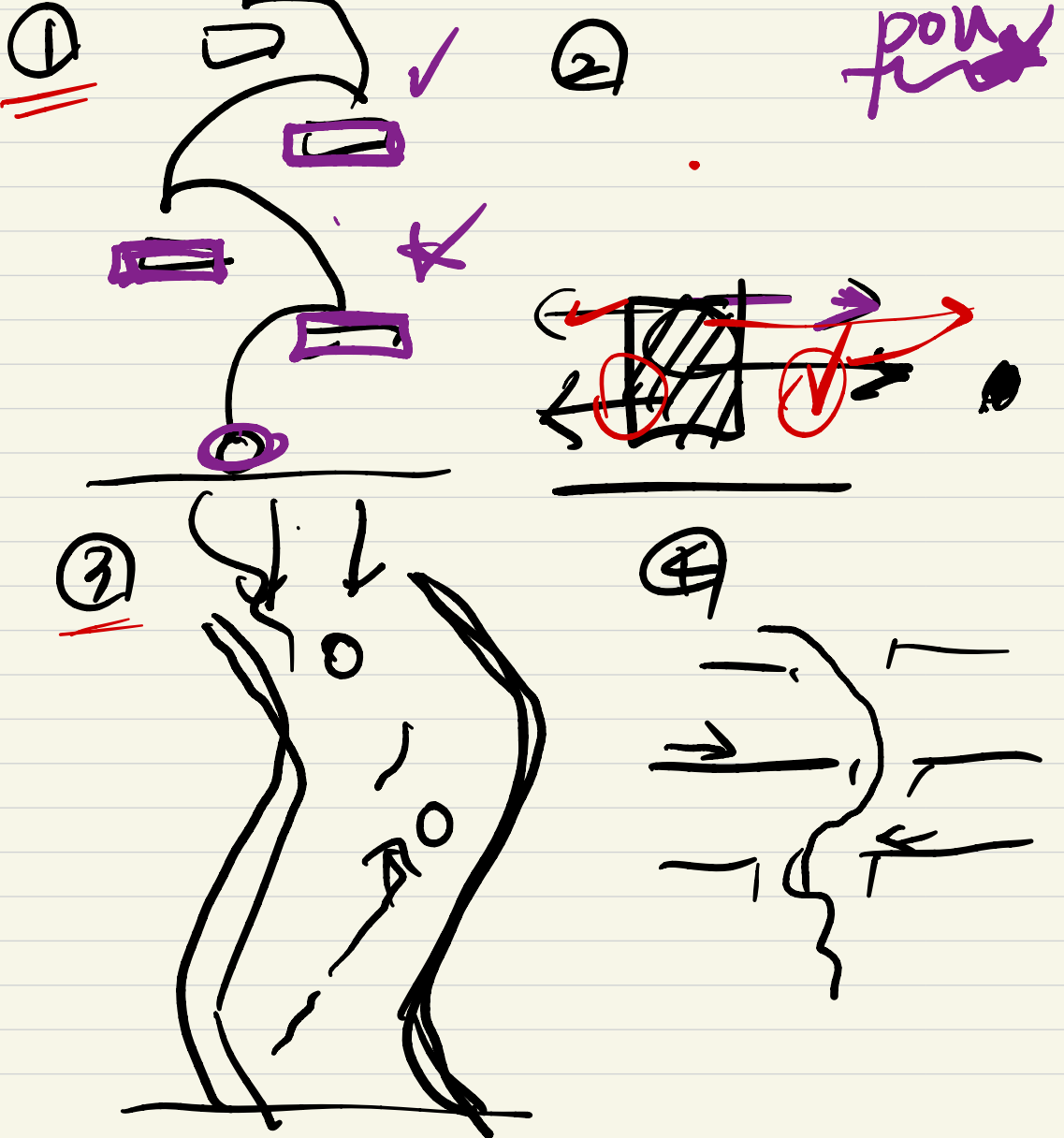
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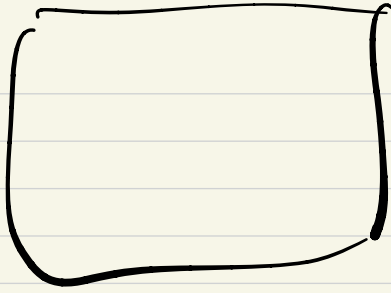
기획 12/31 까지

easy / Hard...  
N

총 회의 주기 : 2주 // 기획 전까지는 1주 주기



⑤



공역

아파트 / 병집

현장

⑥ 길 건너 한구들?

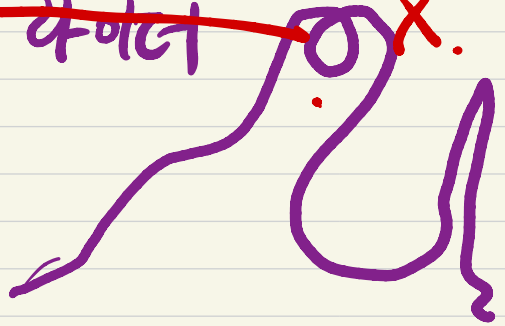
⑤



공공주택

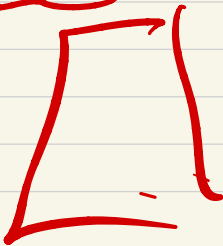
⑦ 숙명고수?

~~⑧ 라이더~~ X.

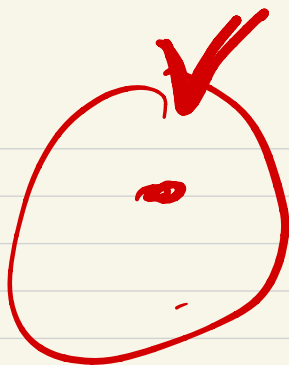


이내게임 해 f d //

야마위



2기대는  $\frac{1}{2}$ 씩

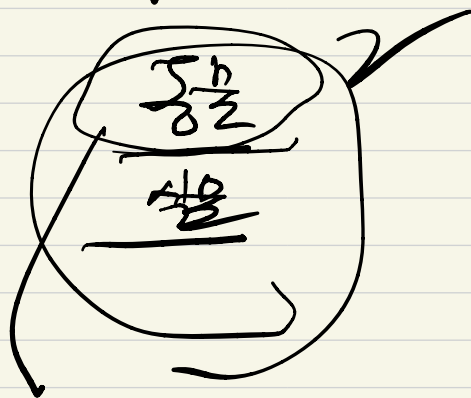


4기

1/4	1/4	1/4
1/4	1/4	1/4
1/4	1/4	1/4

1/4	1/4	1/4
1/4	1/4	1/4
1/4	1/4	1/4

기대



미네게임 종류

①, ③, ⑤, 곰 먹이, 노드, ②

예비) 벽돌깨기, 즉흥교수

UI

□ 보자

47

점프 벽

곰 먹이

공공

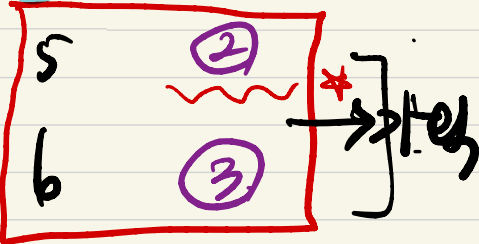
노드

i) 재타 / 상점

ii) 방 2 50대

iii) 도강 (캐릭터)

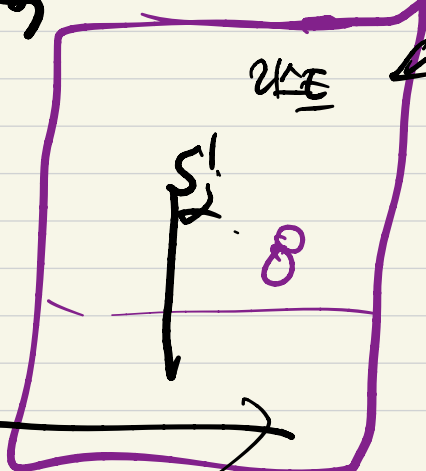
iv) 장비 시스템 (통계?)



x vs

캐릭터

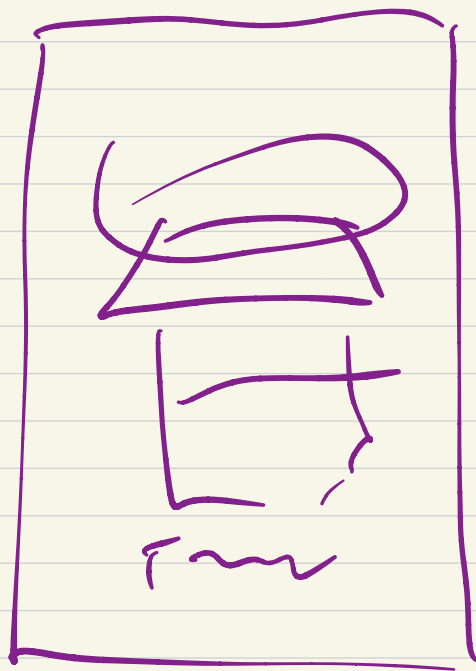
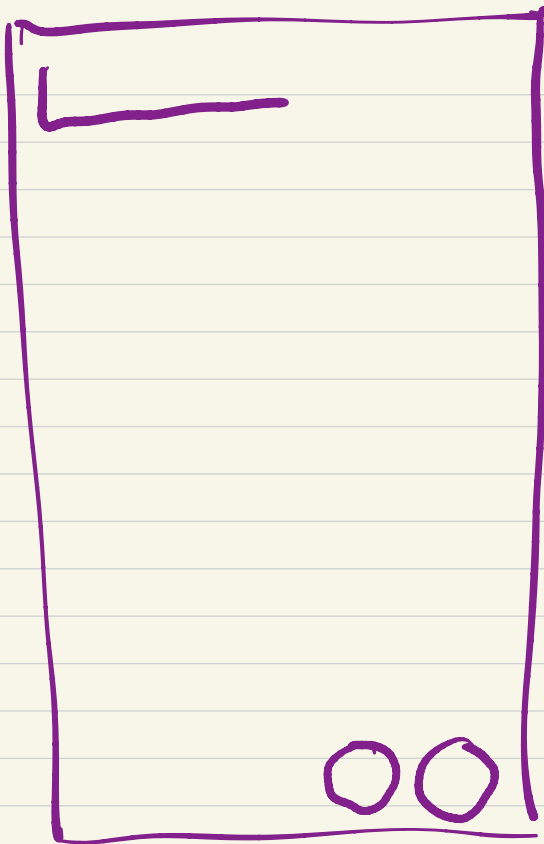
3파티



재타/상점

캐릭터 - 게임  
캐릭터

E/N/H



상정 →  
위광탕 뒤편

1층 — 2층

