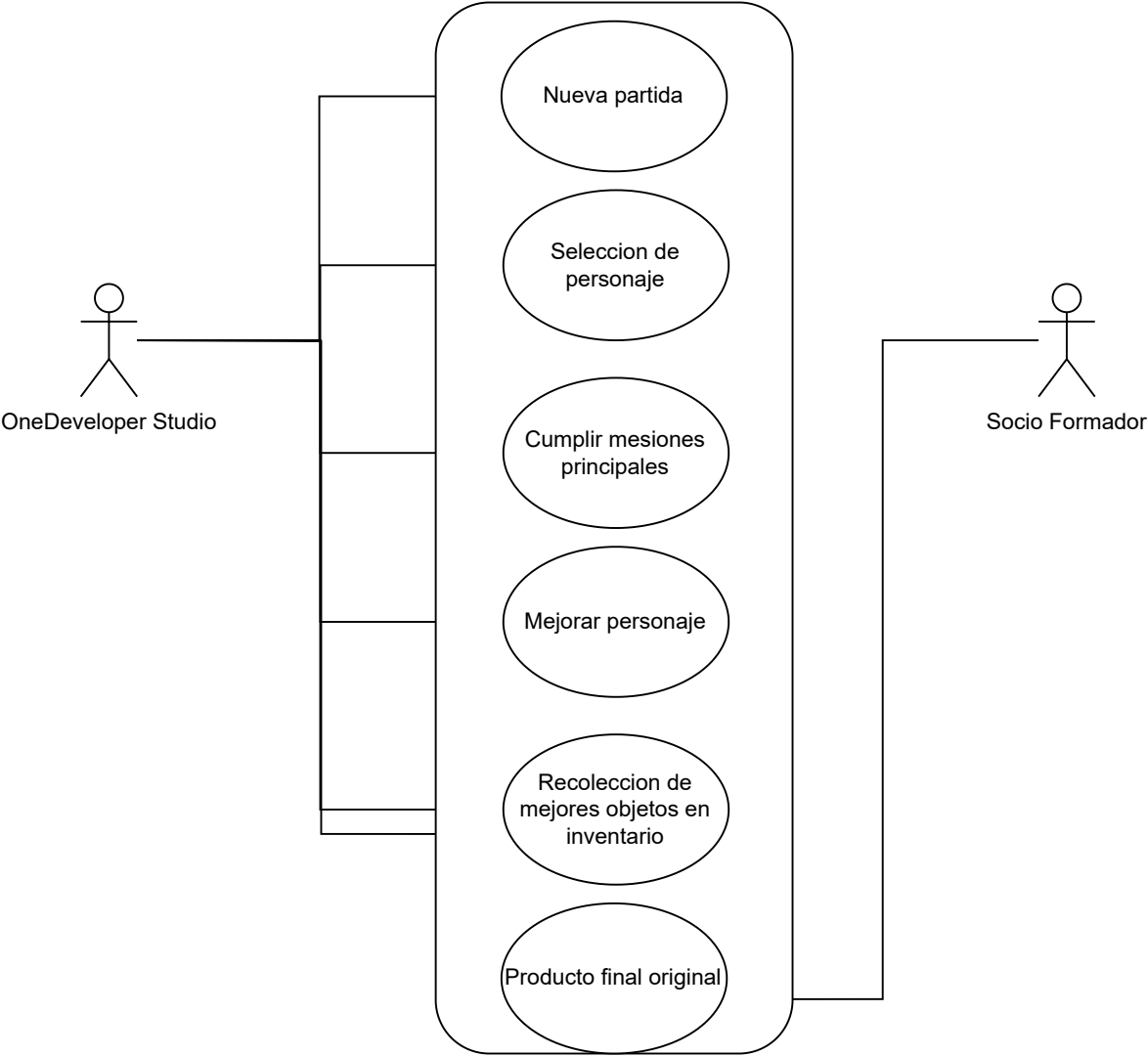
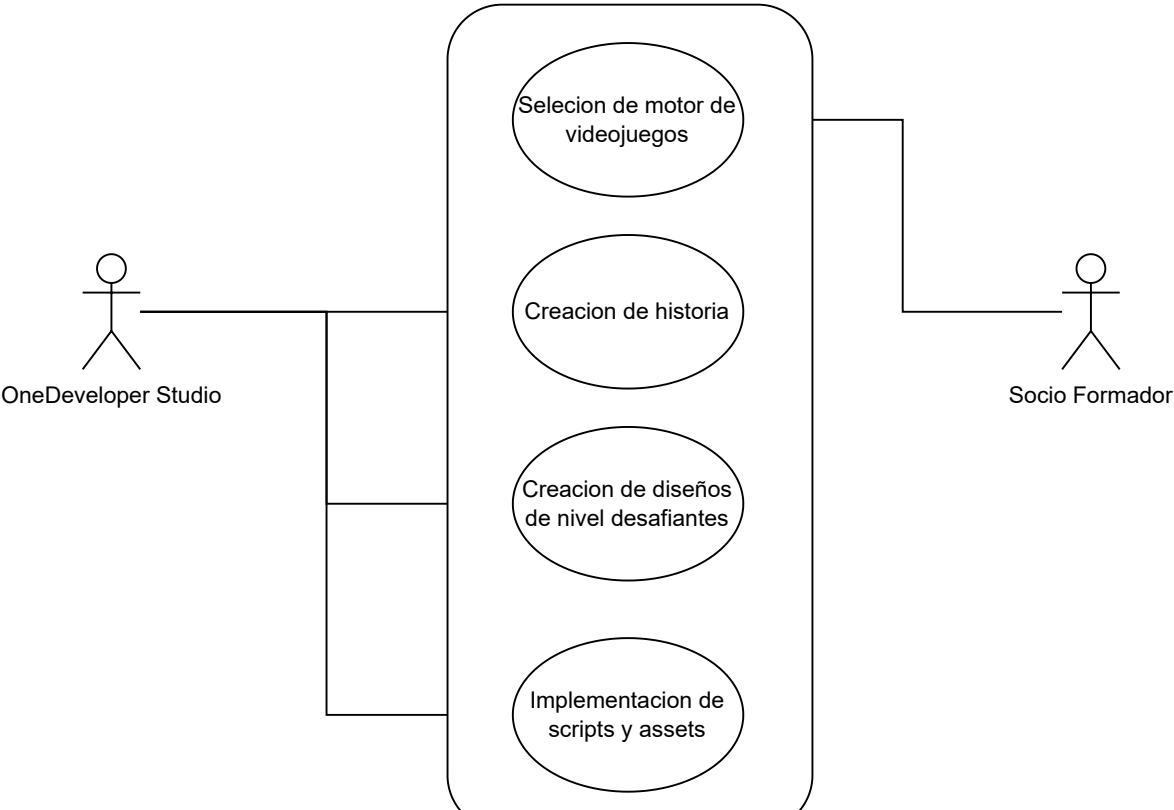


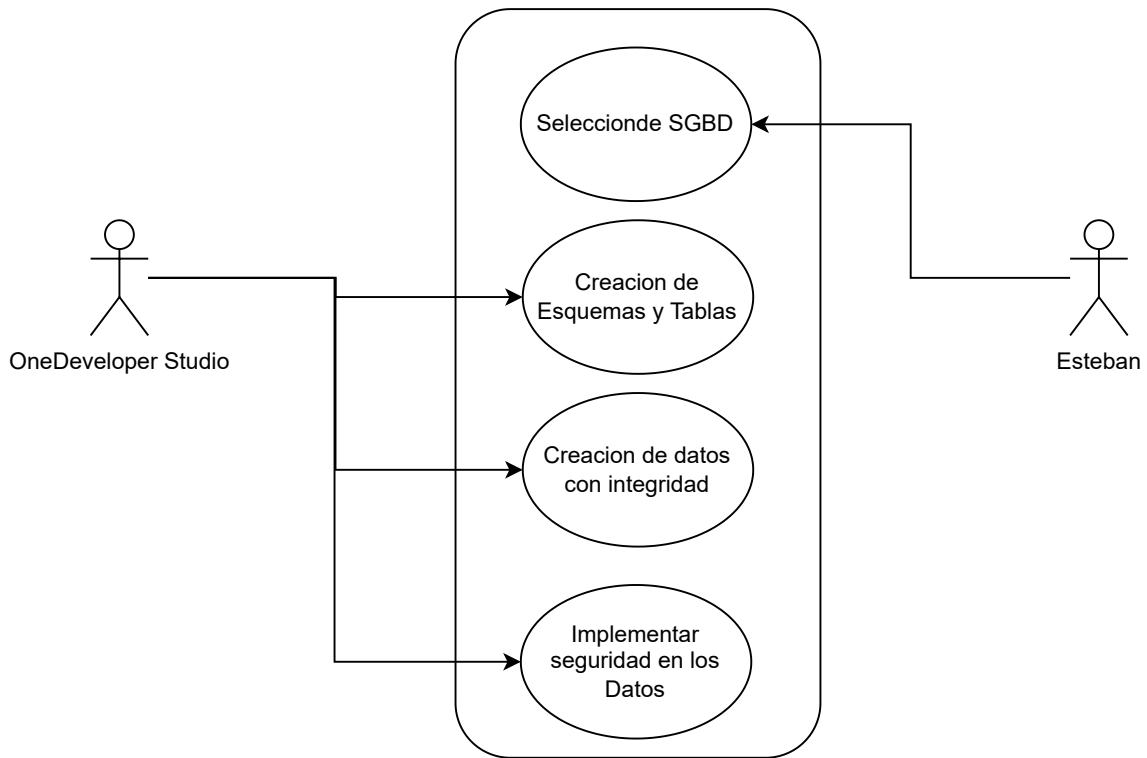
Creacion de un RPG



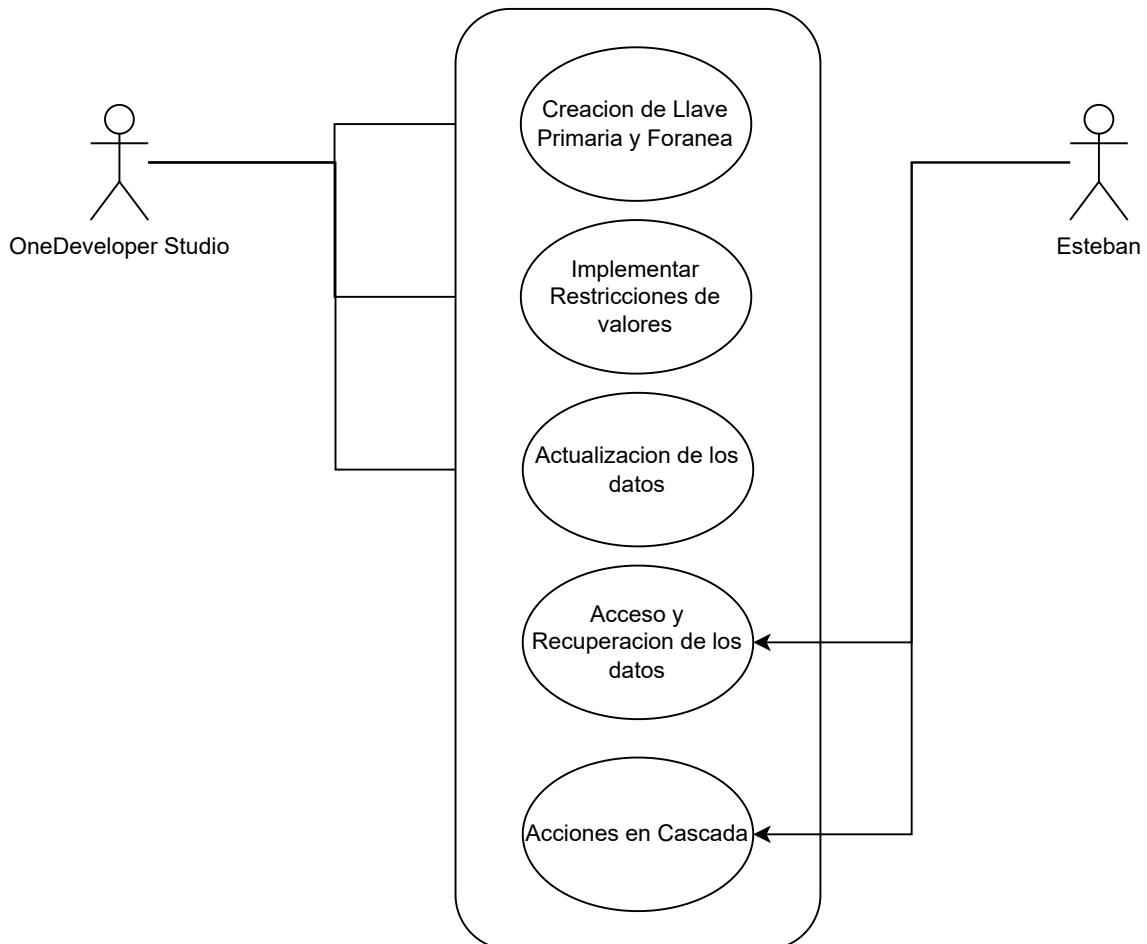
Creacion de un Juego Atractivo



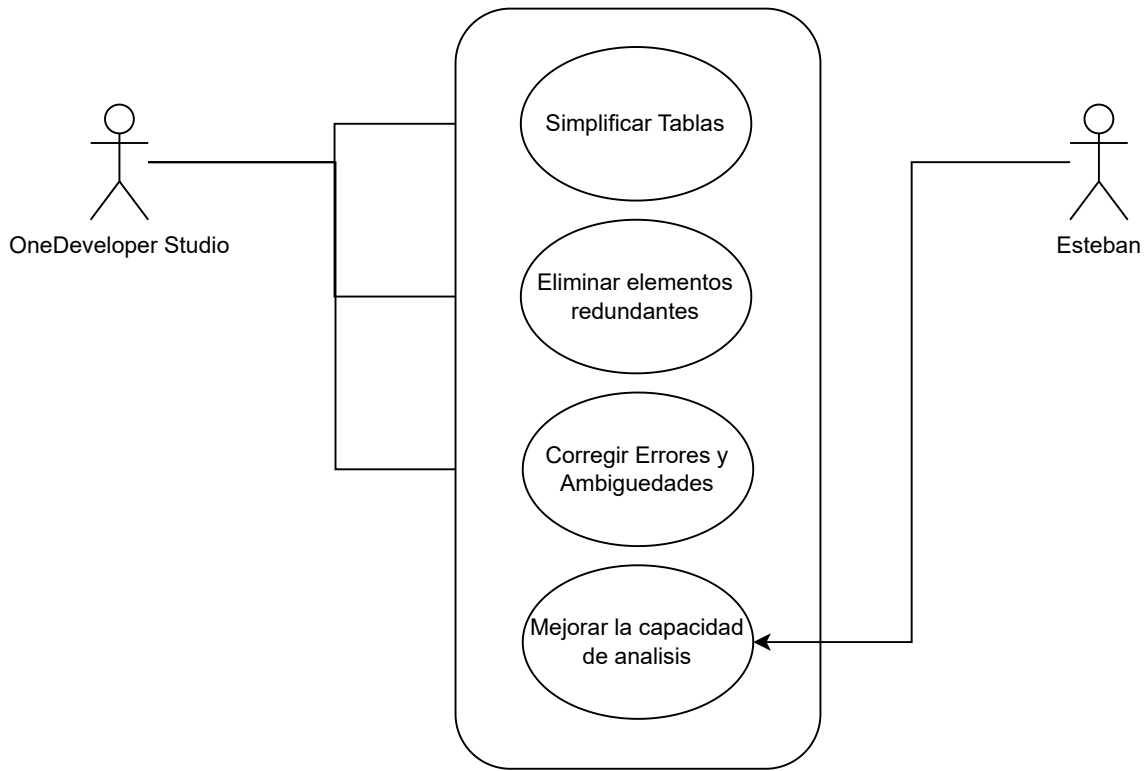
Base de datos relacional



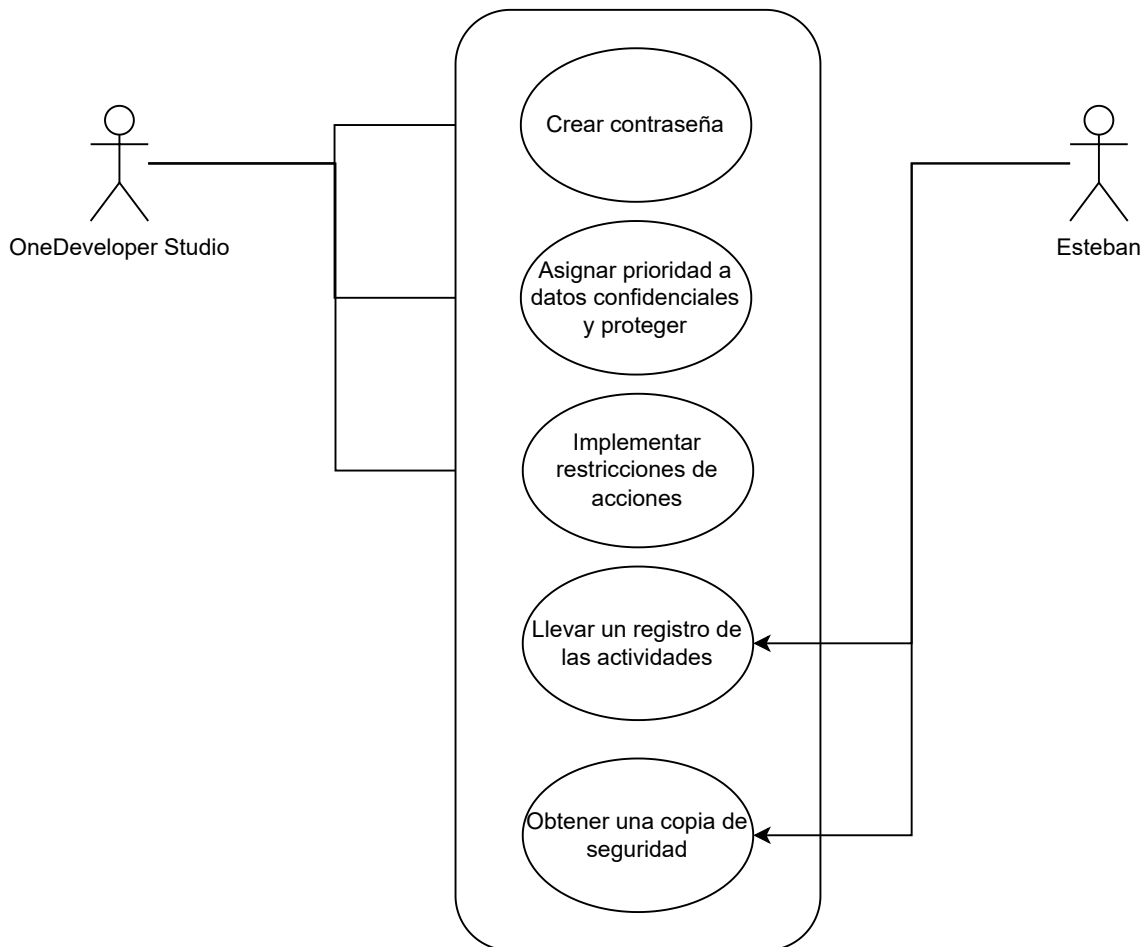
Implementar Restricciones de Integridad



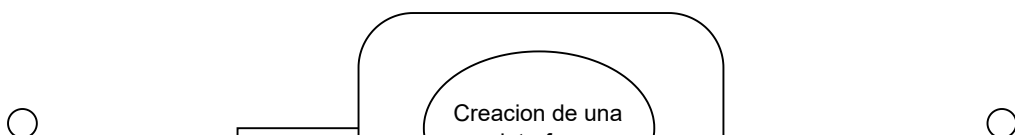
Normalizacion de la base de datos

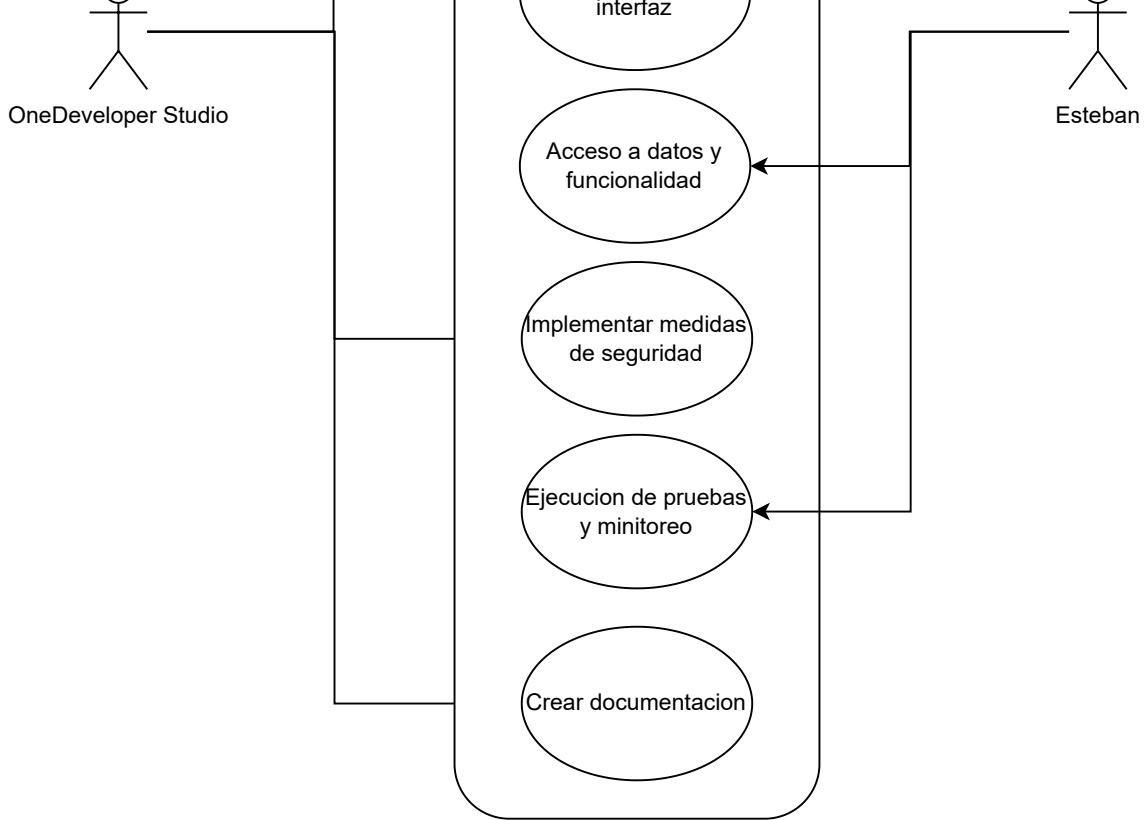


Seguridad de la base de datos

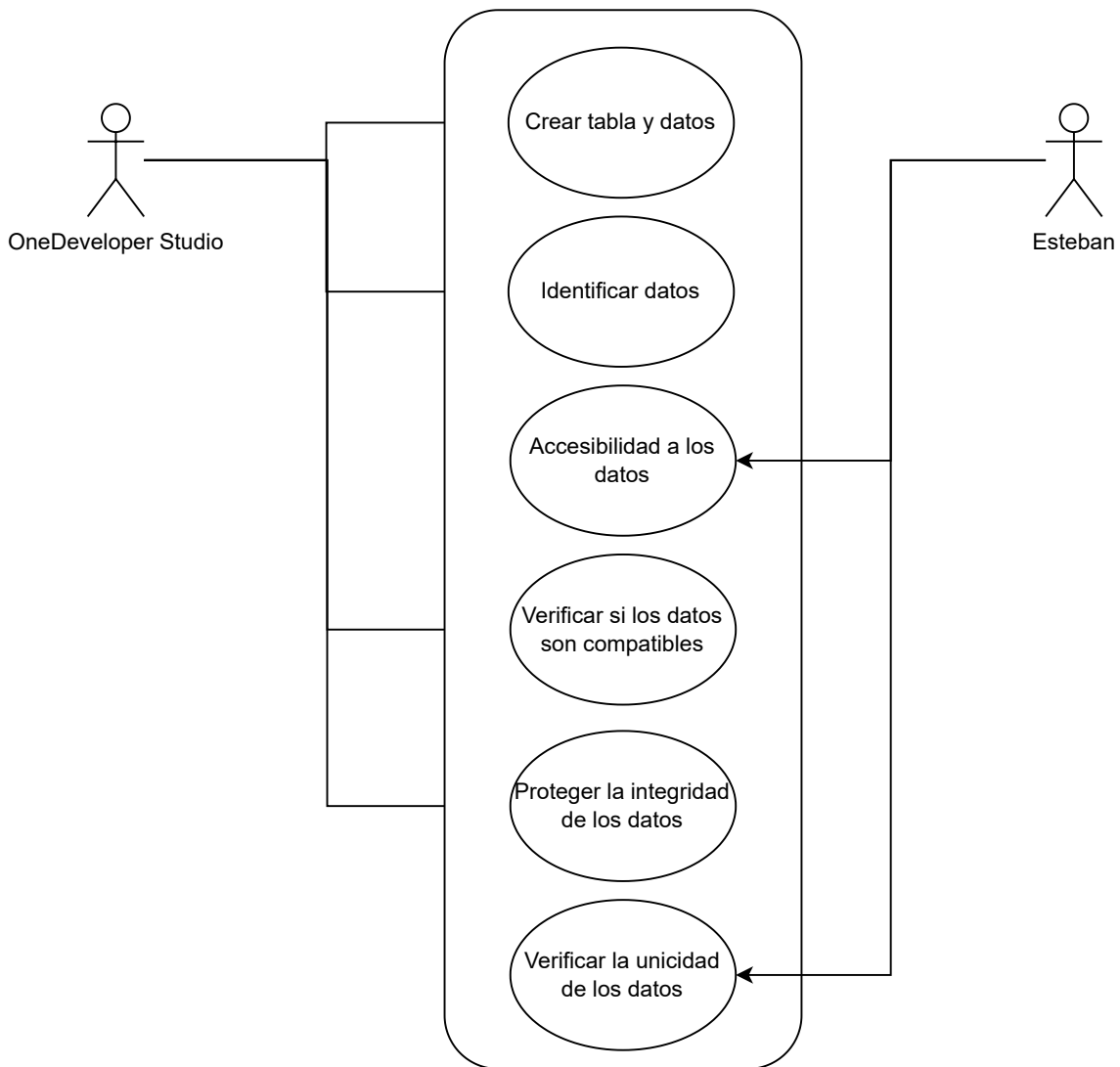


Creacion de API

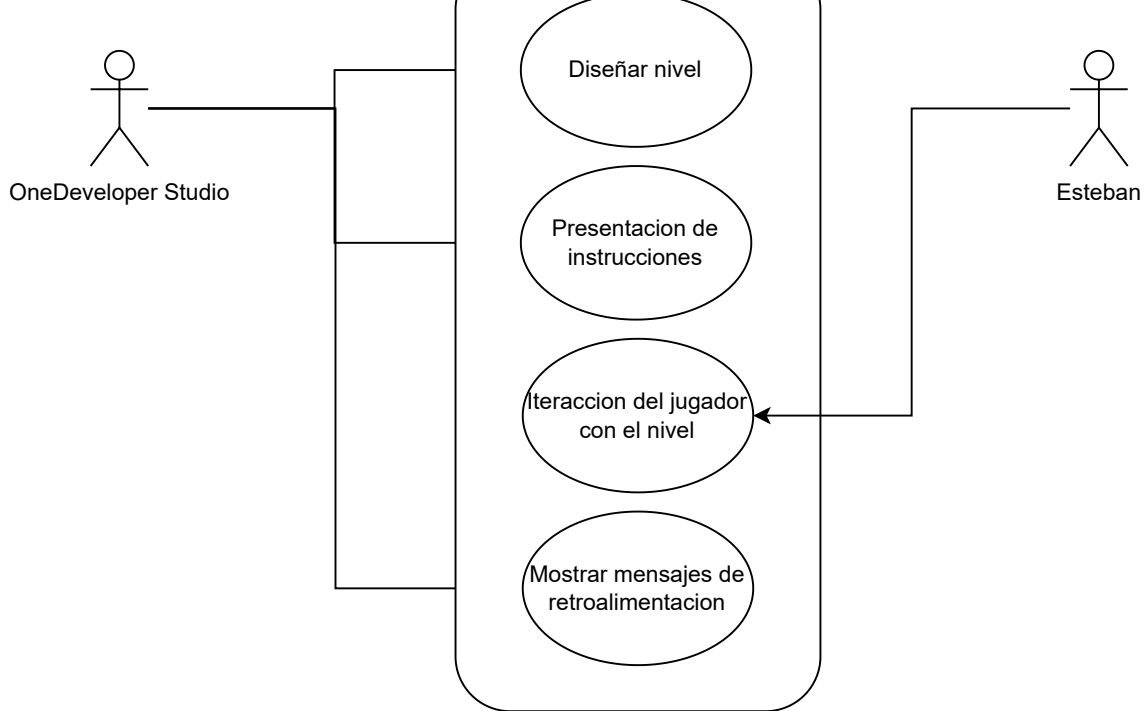




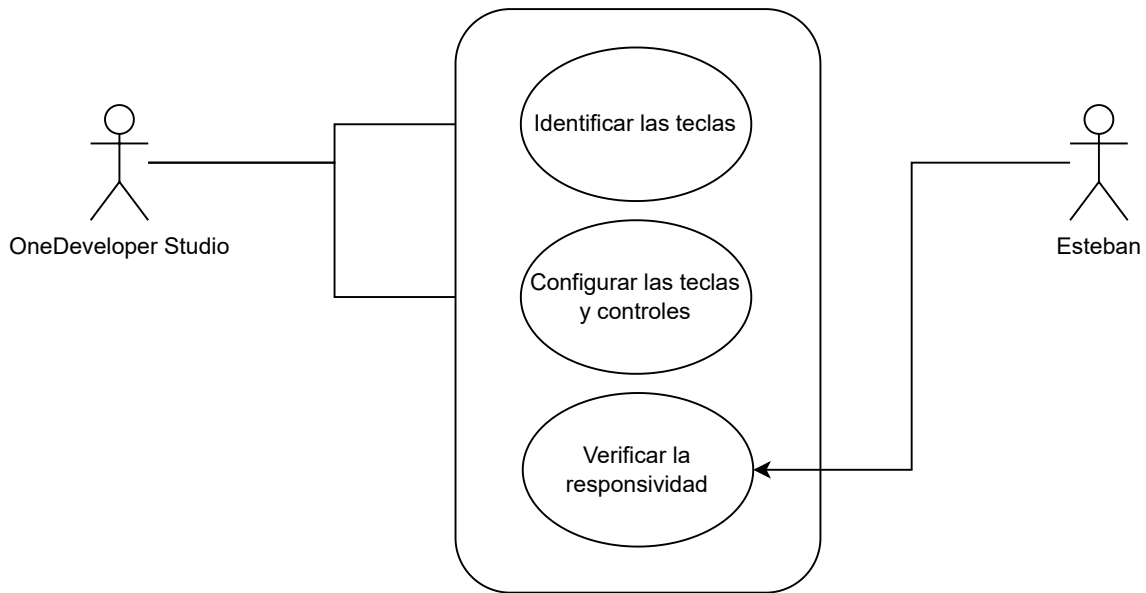
Creacion de datos atomicos



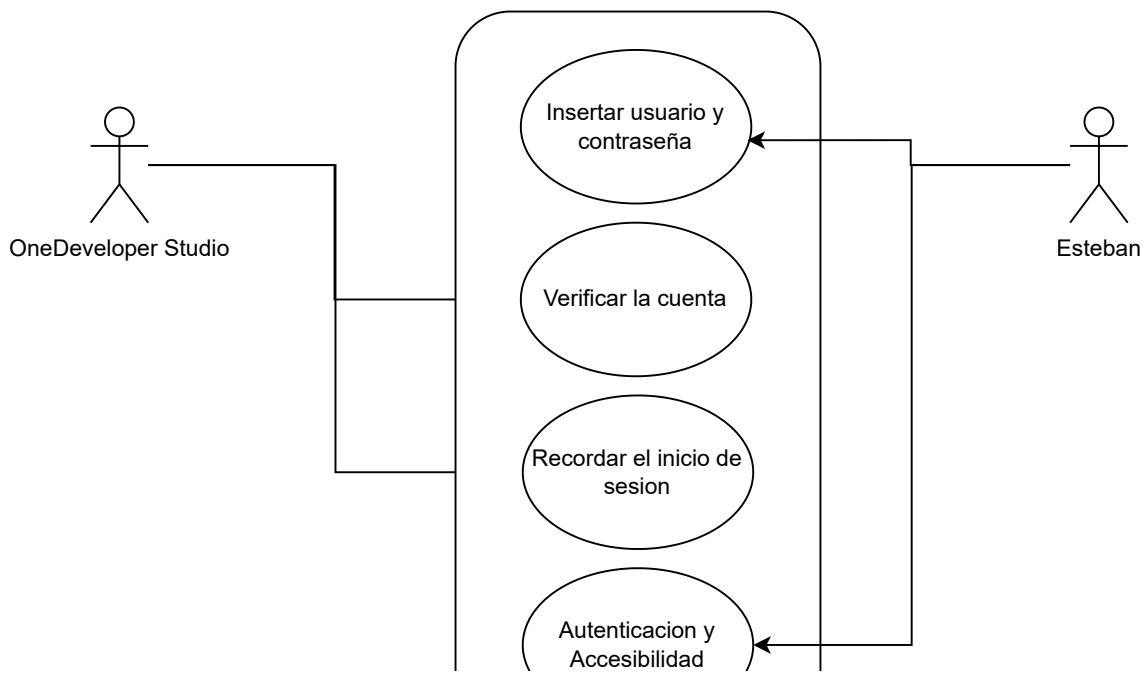
Creacion de Tutorial



Implementacion de Controles Intuitivos

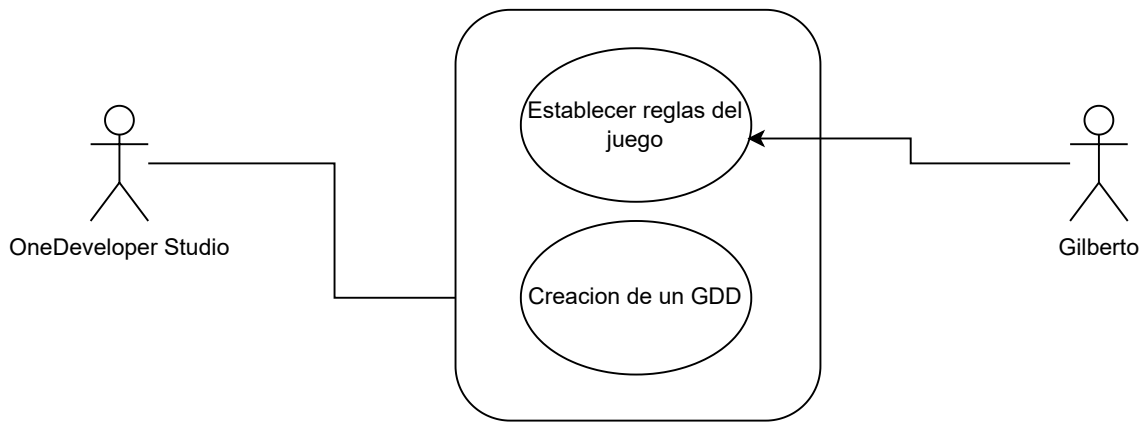


Inicio de Sesion

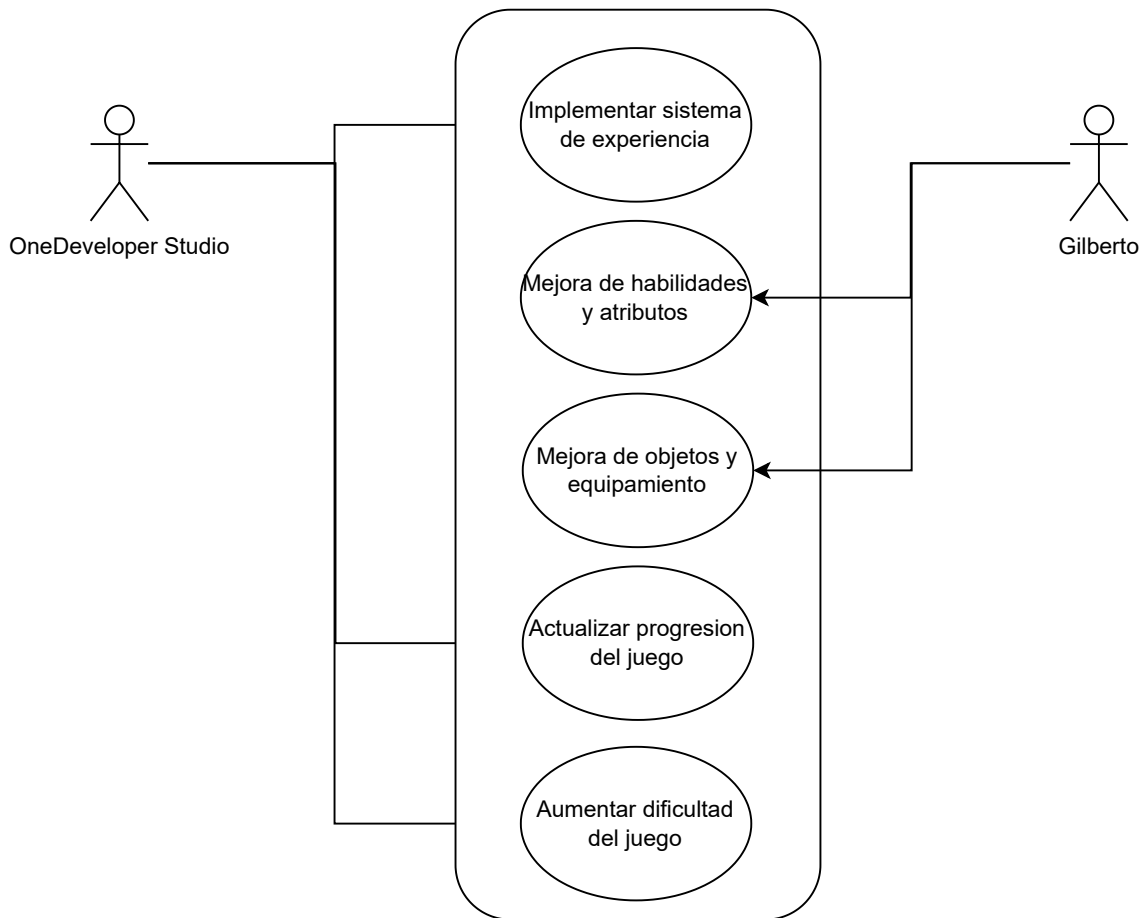




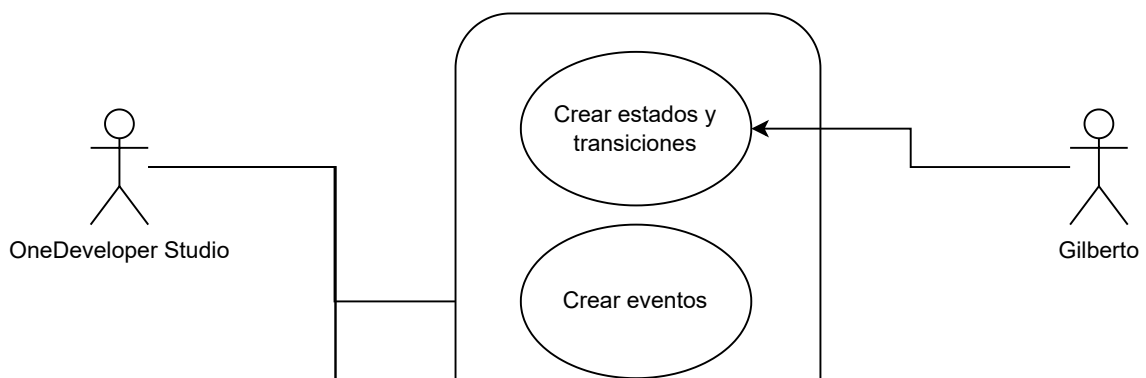
Juego con Objetivo

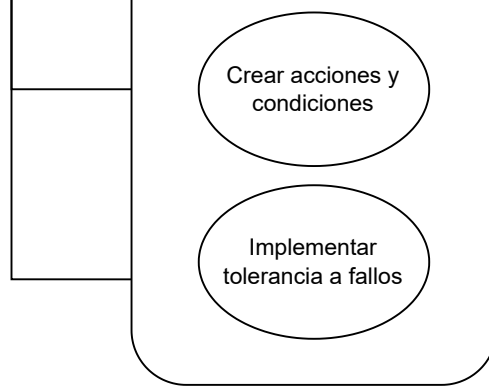


Mecanica Crecimiento de Personaje

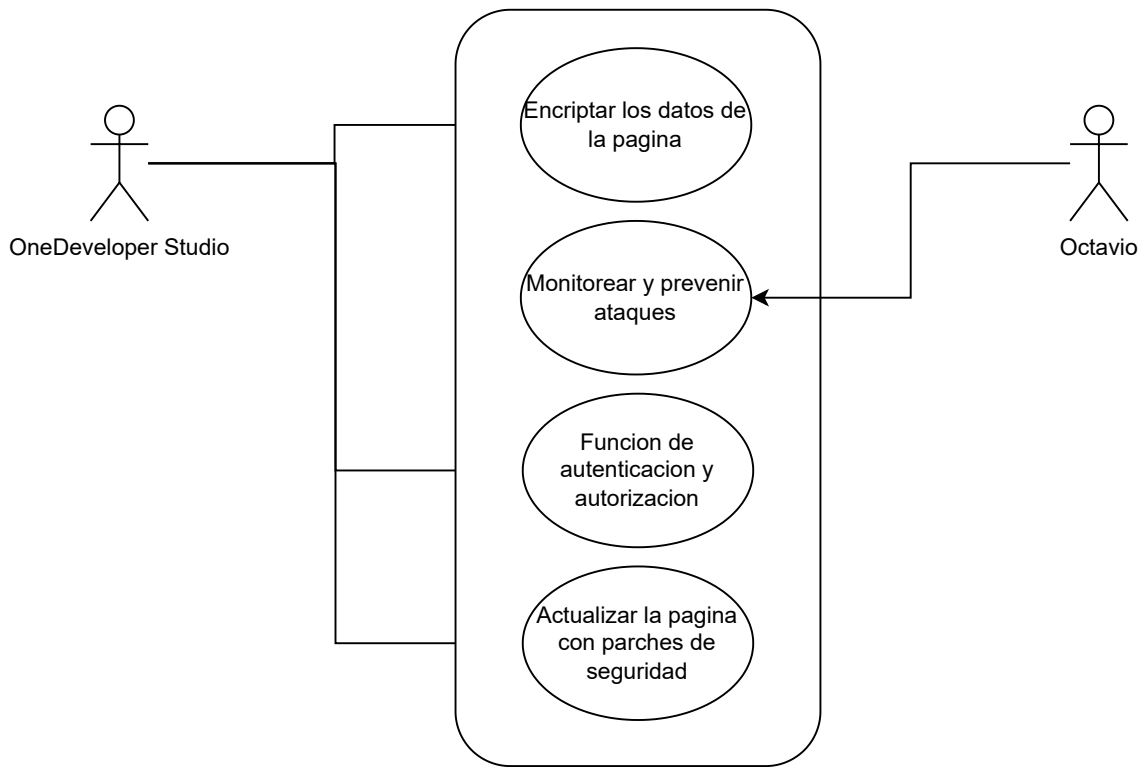


Creacion de maquinas de estado

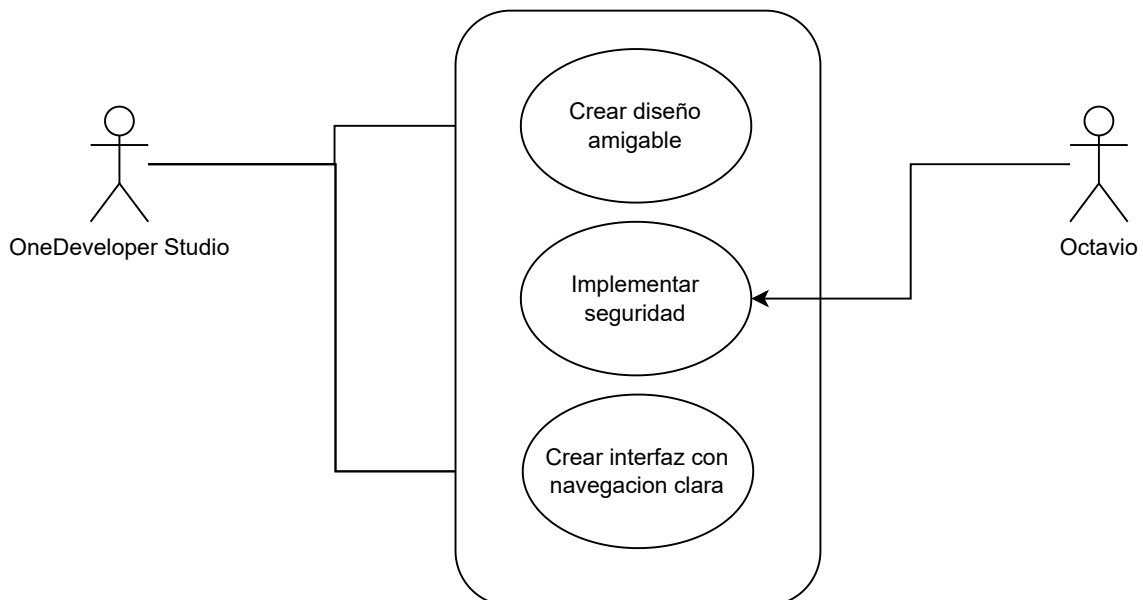




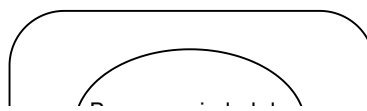
Seguridad de la web

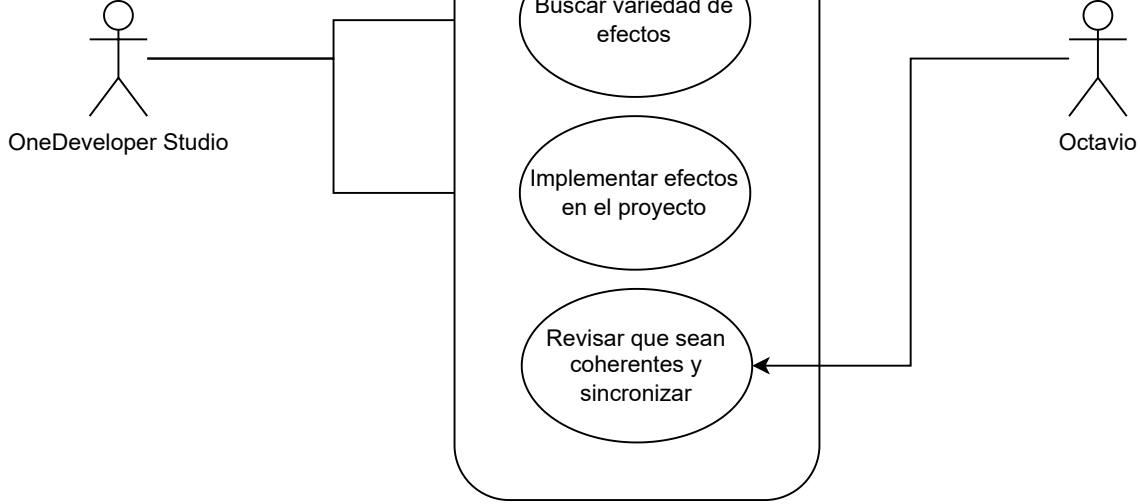


Interfaz de usuario

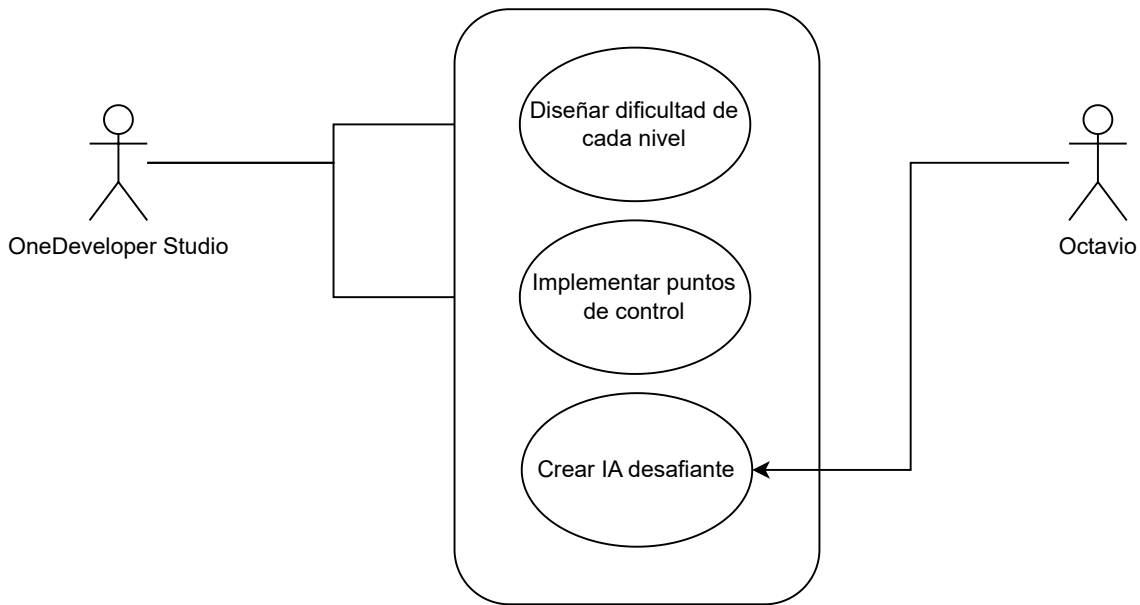


Efectos especiales





Juego Desafiante



Registro de Usuario

