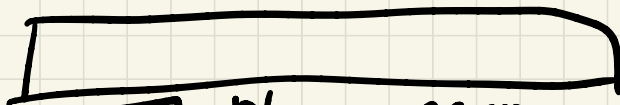


play scene



Vs wave 1

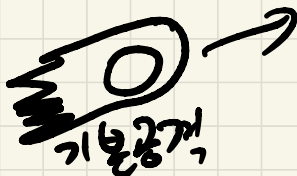
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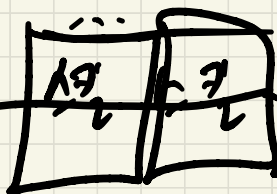
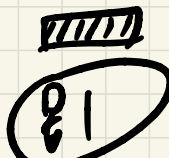
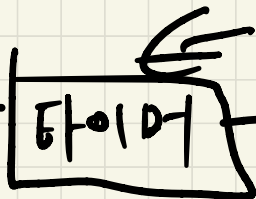
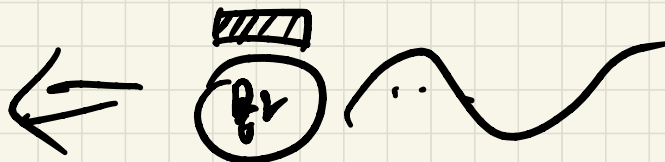
player name



지
하



기동공격



Game Manager

- 돈

- 능력치

스킬 쿨타임

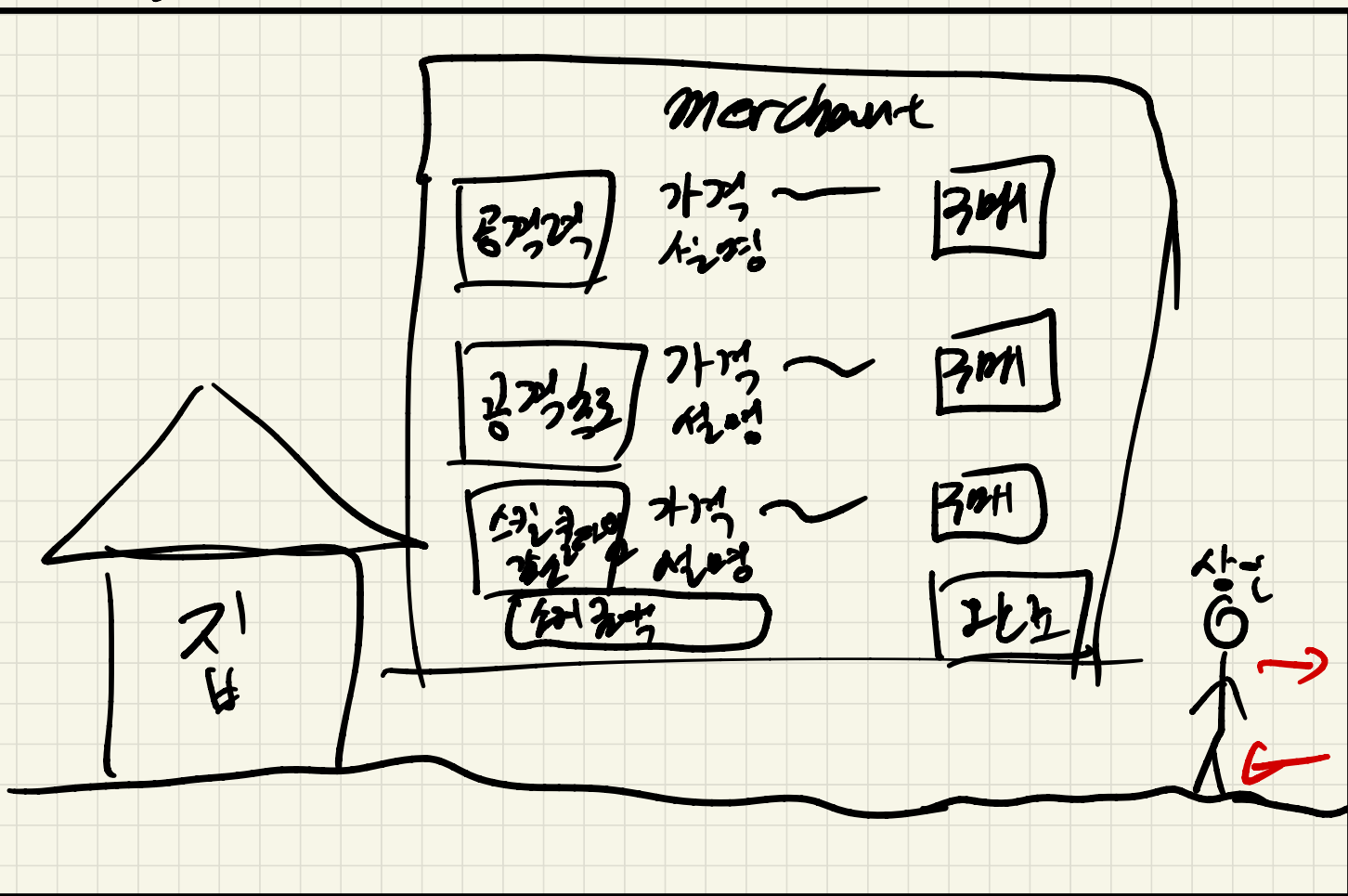
기본 공격력

기본 공격속도

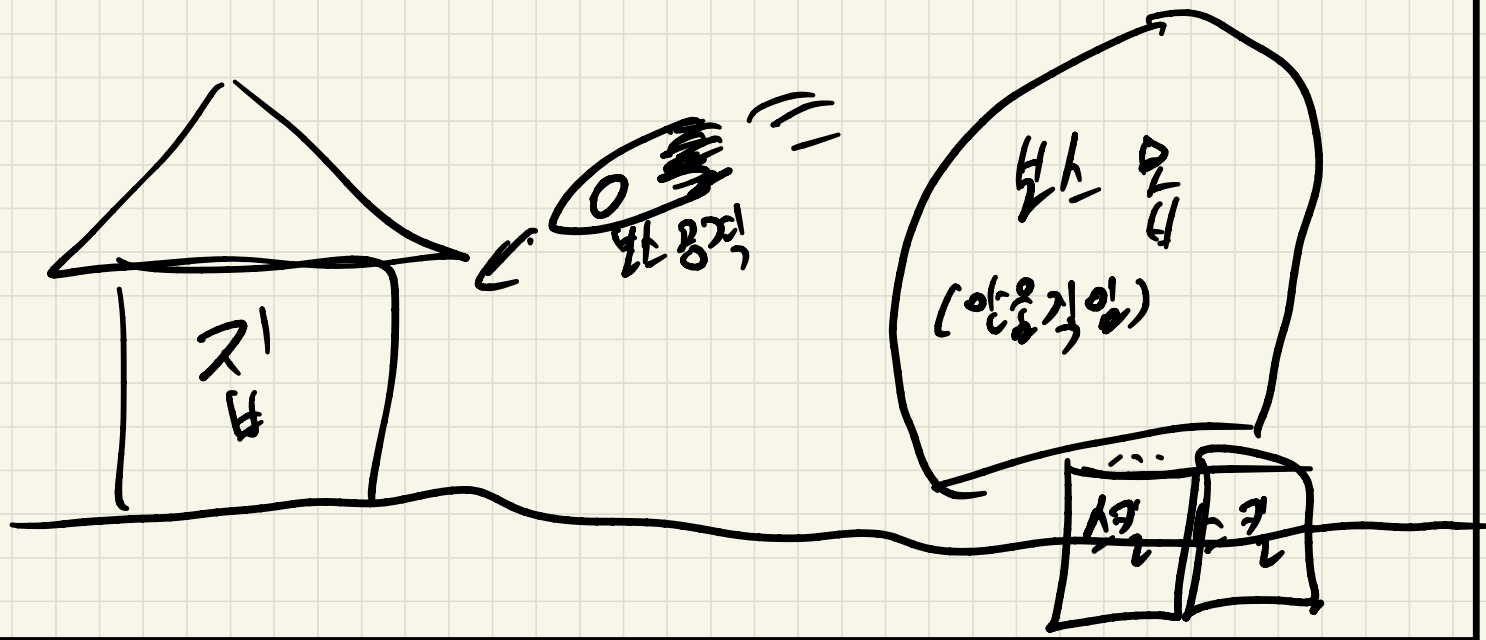
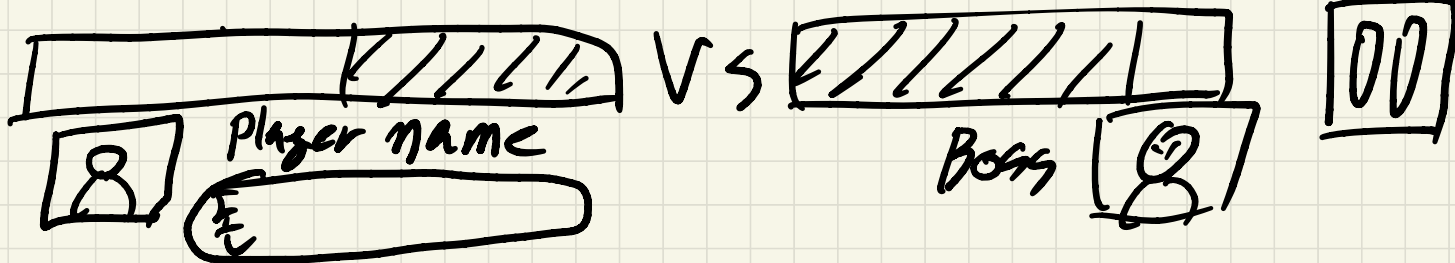
- 현재 세 스테이지? (웨이브 or 상인 or 보스)

- 플레이어 이름

Play Scene (Merchant)



Play scene (Boss)



skill 1

뒤에서 지나가면서

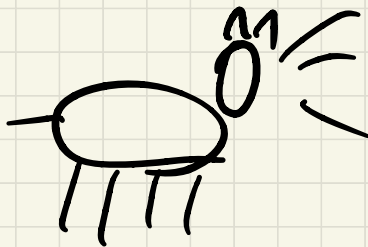
지상 물스러 (죽이기/대미지)



skill 2

공에서

공중 물스러 (죽이기/대미지)



Option Panel

OPTION

bgm Dance

SFX Mute

해상도

- 뒤에 패널 넣어서
음성만 조작가능, 배경이동게
- 일시정지
- 어쨌든 해상도

Status panel



player name

공격력: ~

공수: ~

공격력 향상: ~%

Cancel

Title scene

게임 제목

시작

중간

종료

시작

중간

option panel

확인

