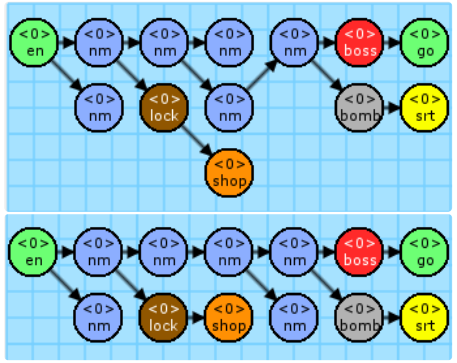
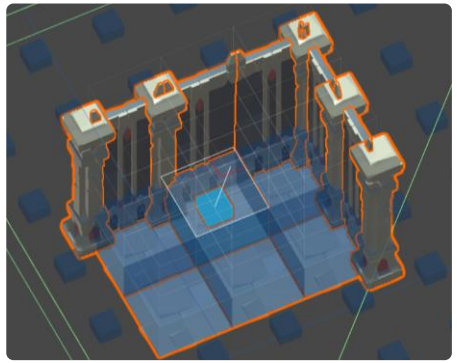
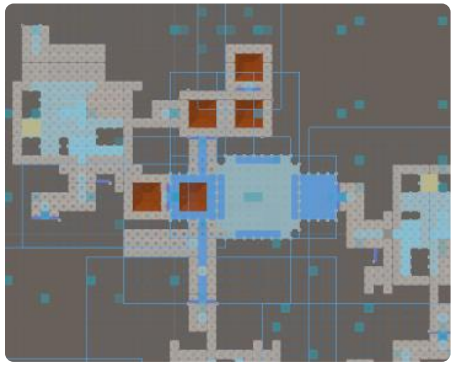


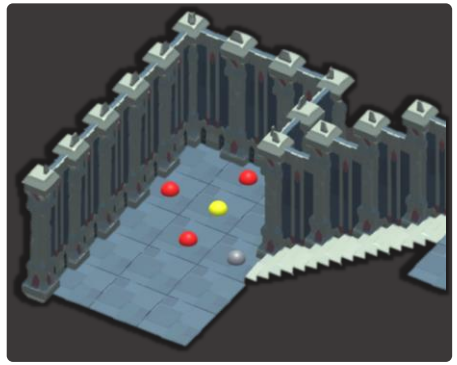
(a) 任務語法



(b) 房間容器



(c) 基於任務圖生成空間



(d) 房間容器進行佈局演化

(e) 完整關卡