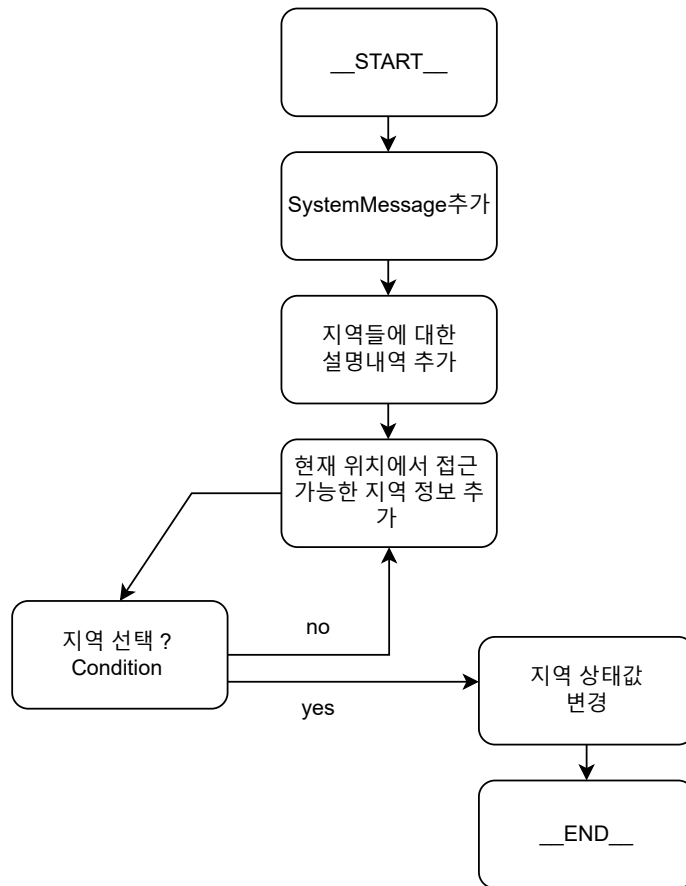
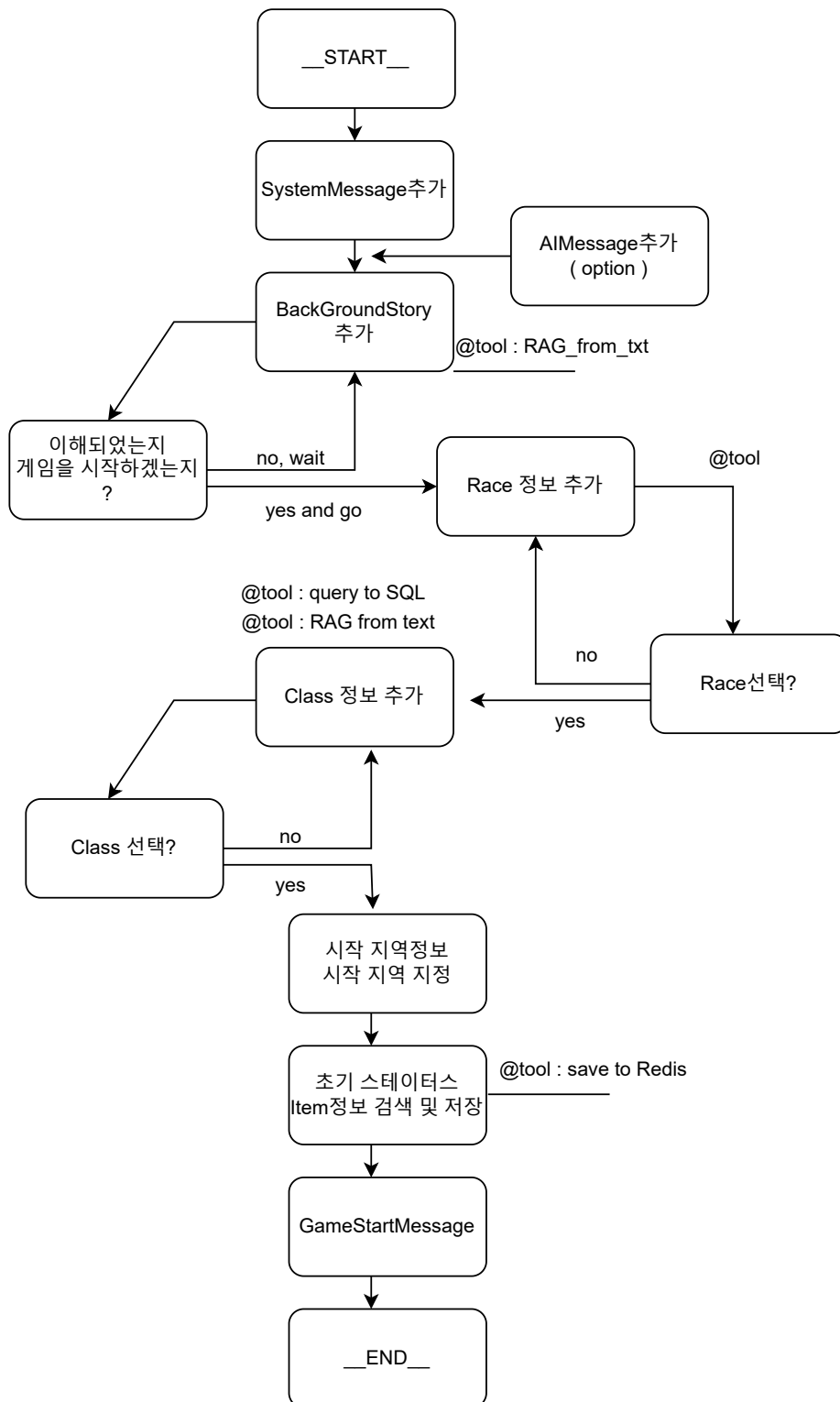


1.Intent : EXPLORATION

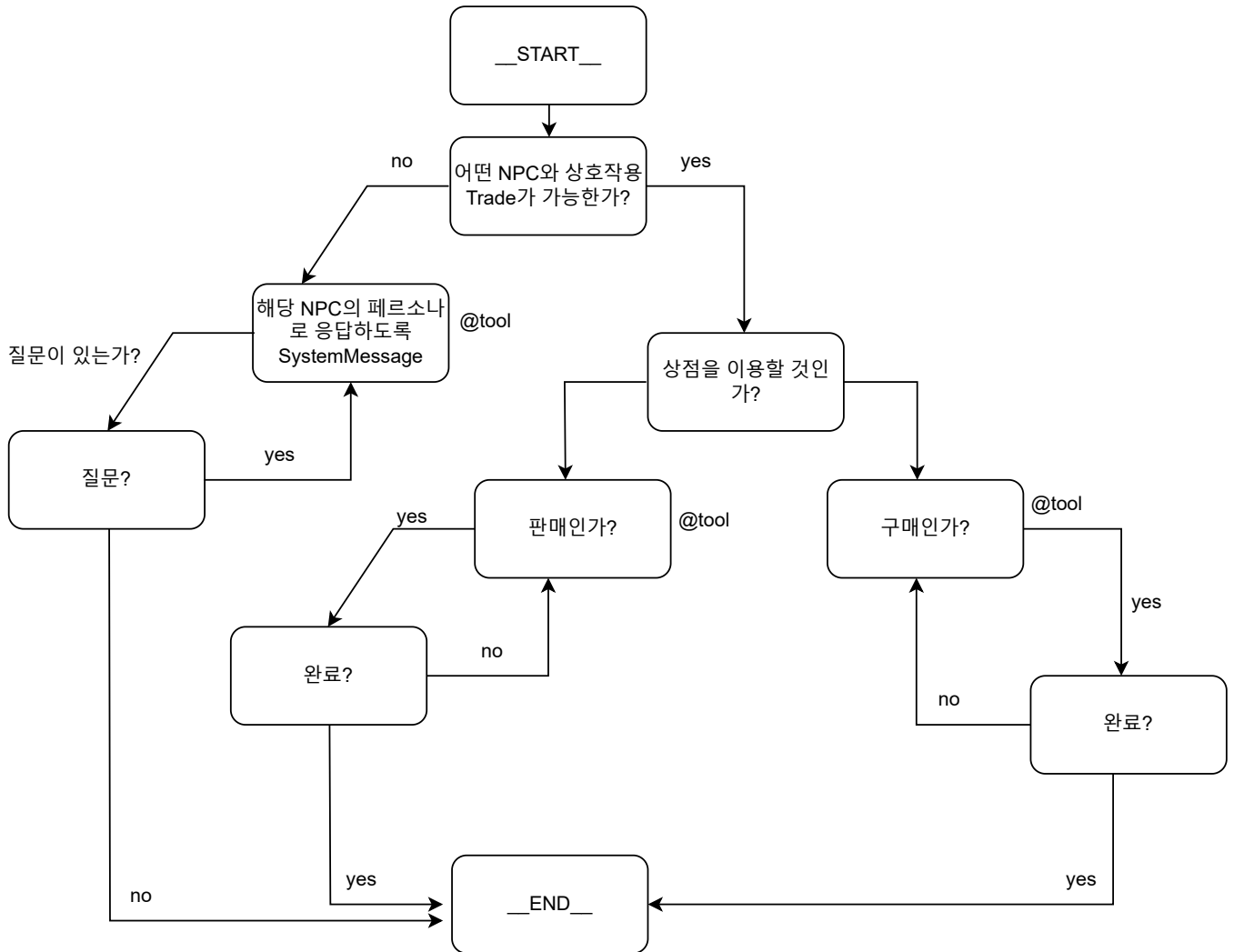


2. Intent : GAME_MANAGEMENT

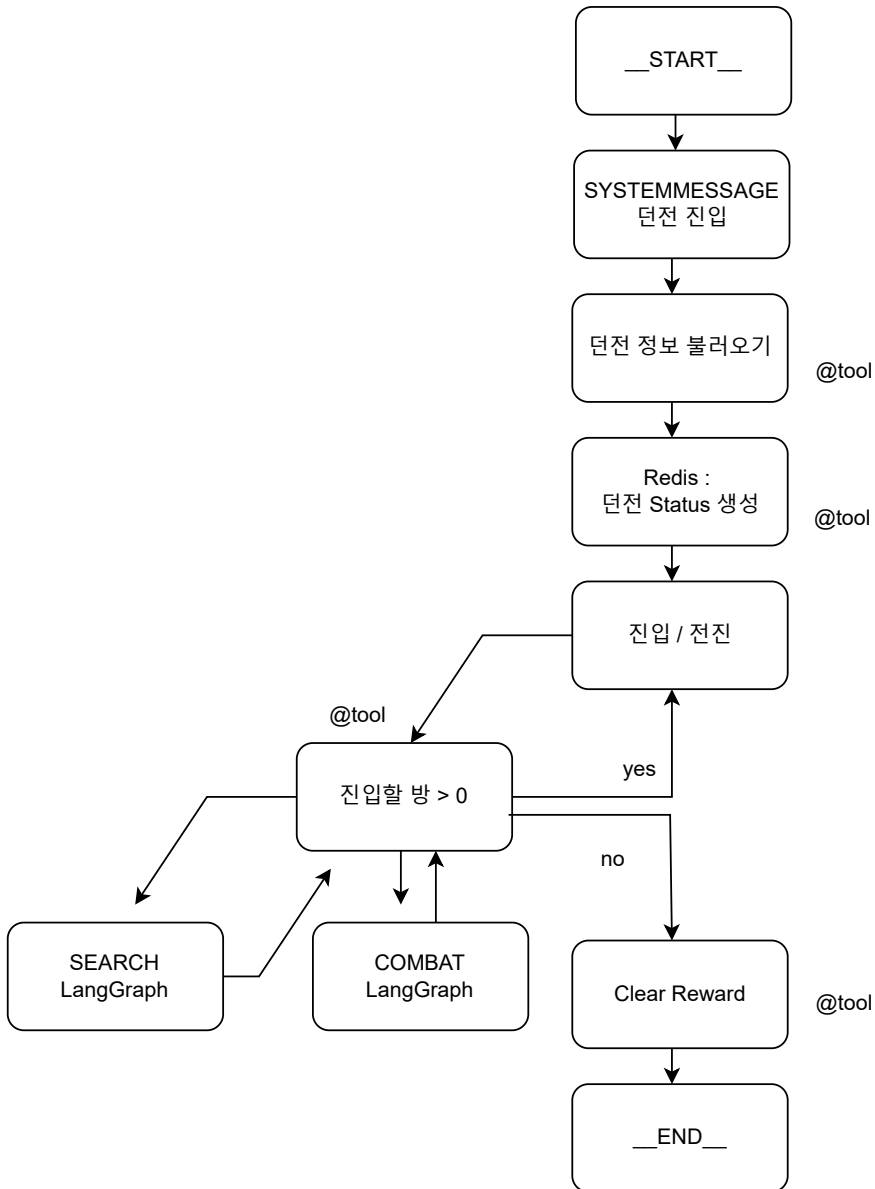


3. Intent : INTERACTION

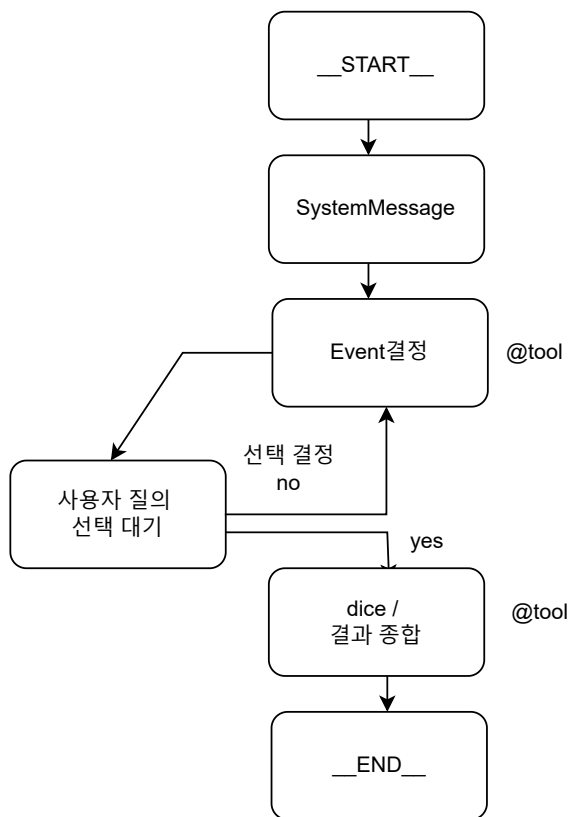
마을이나 basecamp내에서의 NPC와 상호작용 / LLM에게 NPC데이터를 바탕으로 페르소나 부여



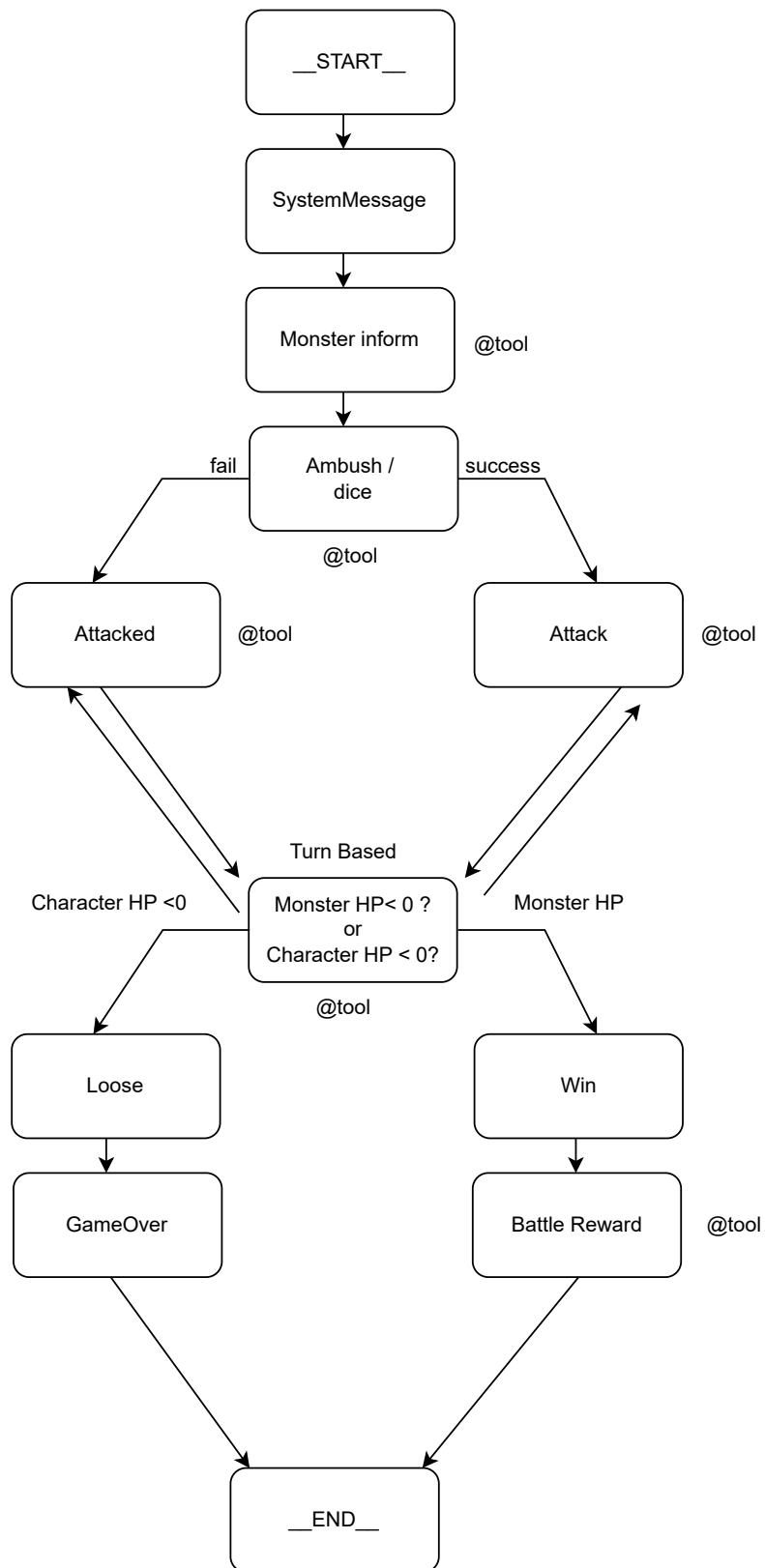
4. Itent : CHALLENGEDUNGEON



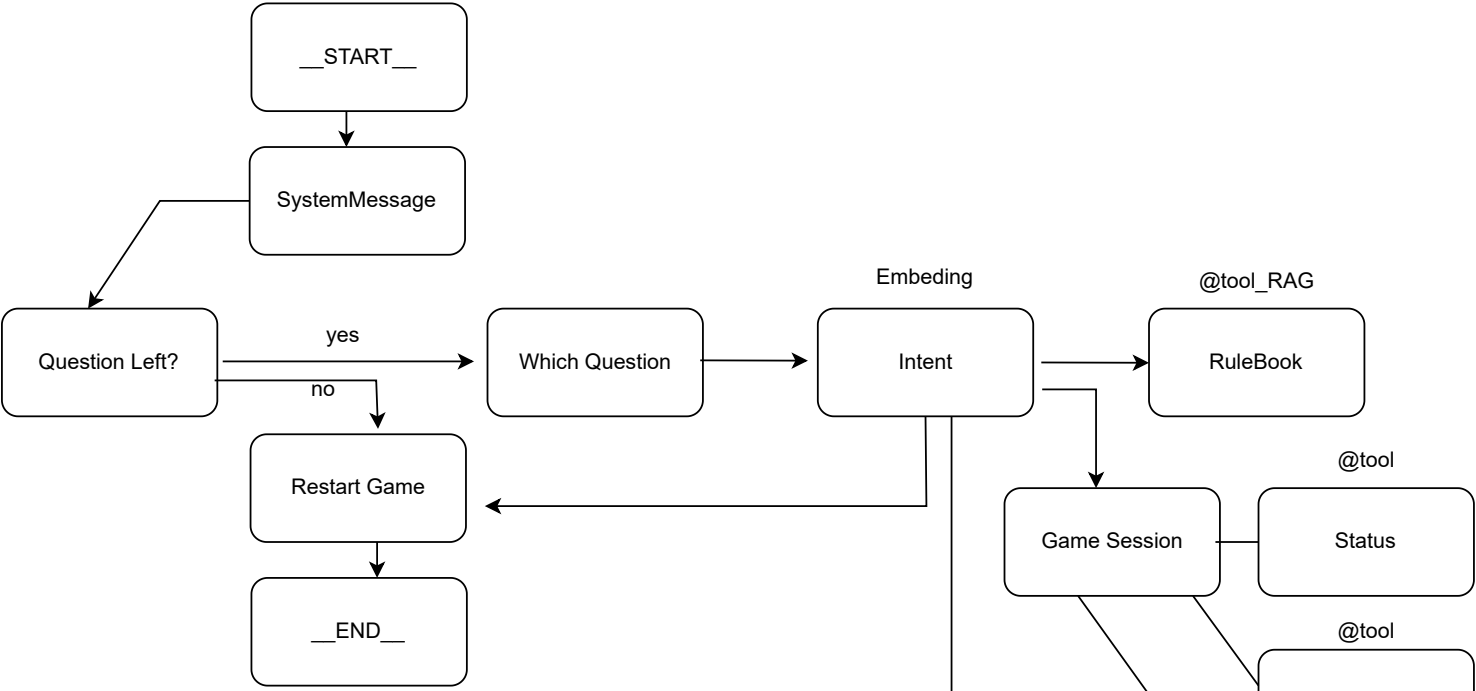
5. Intent : SEARCH



6.Intent : COMBAT



7.Intent : GENERAL



8.Intent : UNKNOWN

