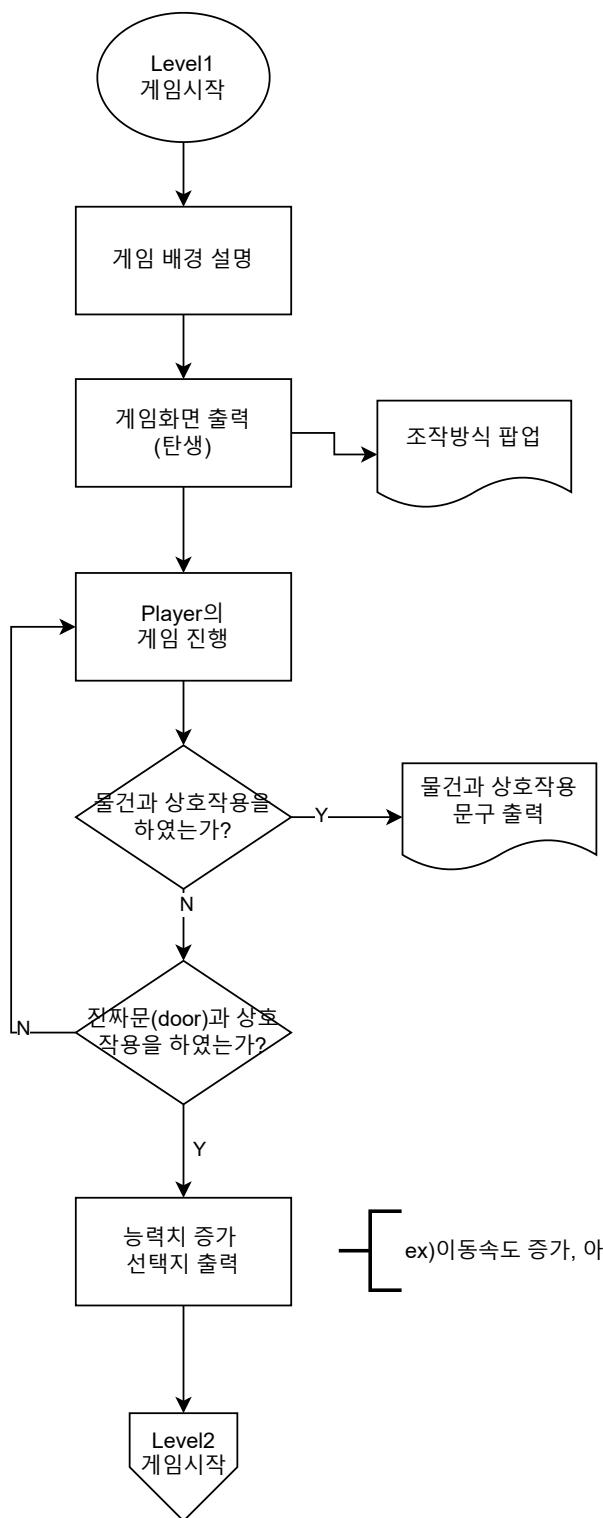


FlowChart_Game(level1)



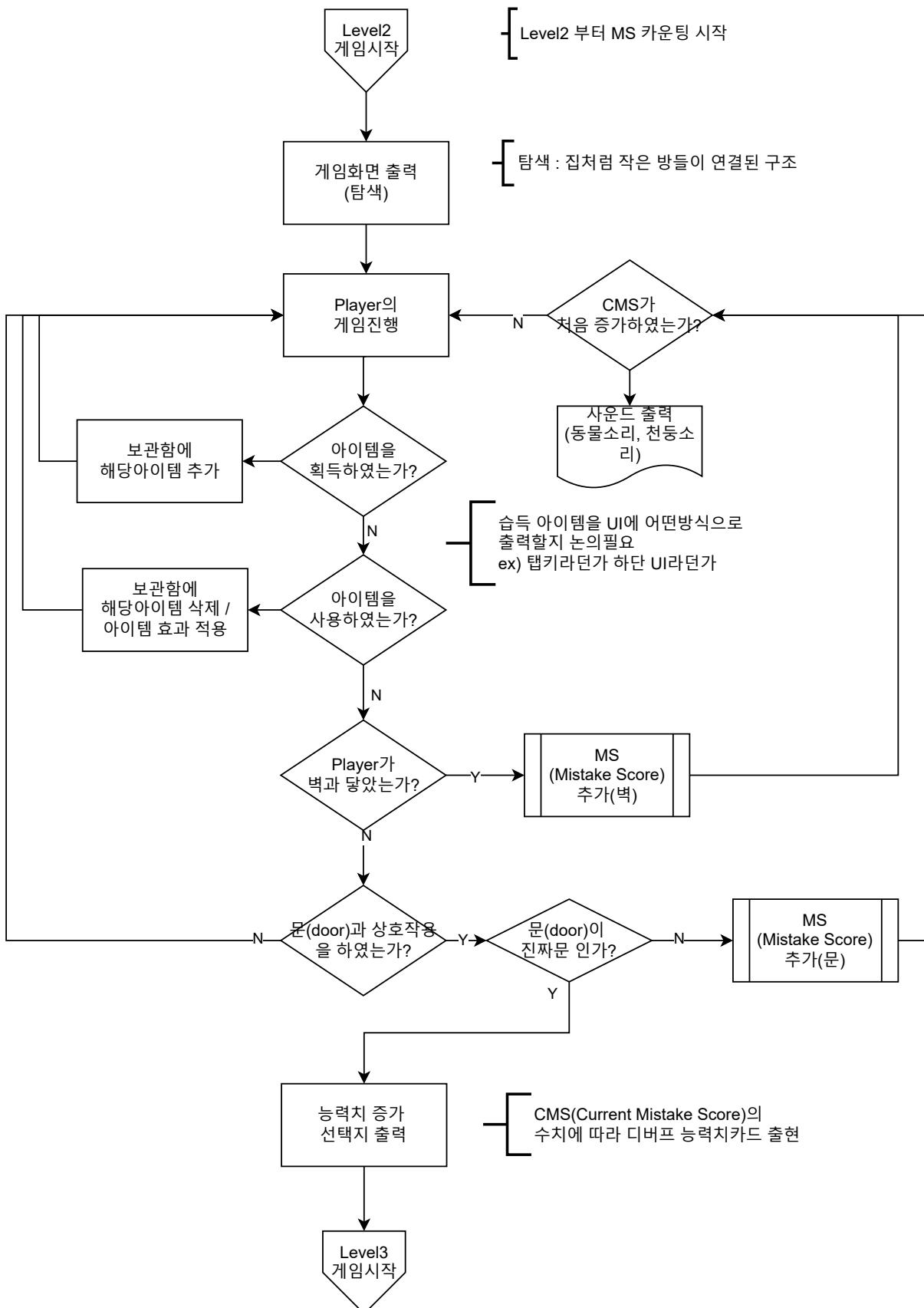
[탄생 : 아기방처럼 정사각형의 밝고 넓은 직선 단일 통로

[ex) 몸인형과 상호작용 시
"너의 모든 삶에 내가 함께할게" 와 같은 문구 출력

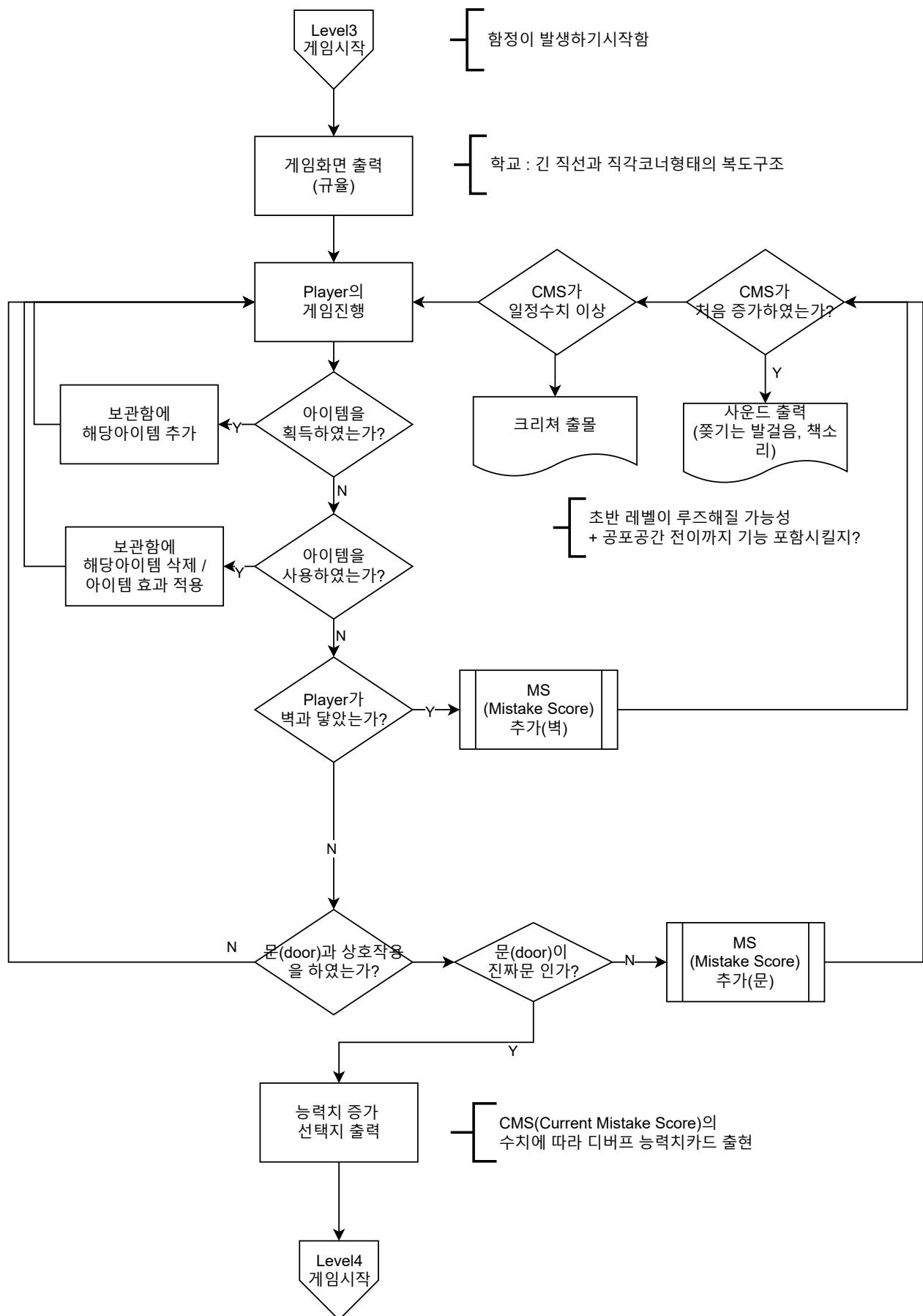
[물건과 상호작용 진행을 어떤 방식으로 진행할 것인가?
단순히 문구만 출력?
player와 충돌을 추가할 것인가? 집는다던지 부딪힌다던지

[ex) 이동 속도 증가, 아이템 등장 확률 증가 등등

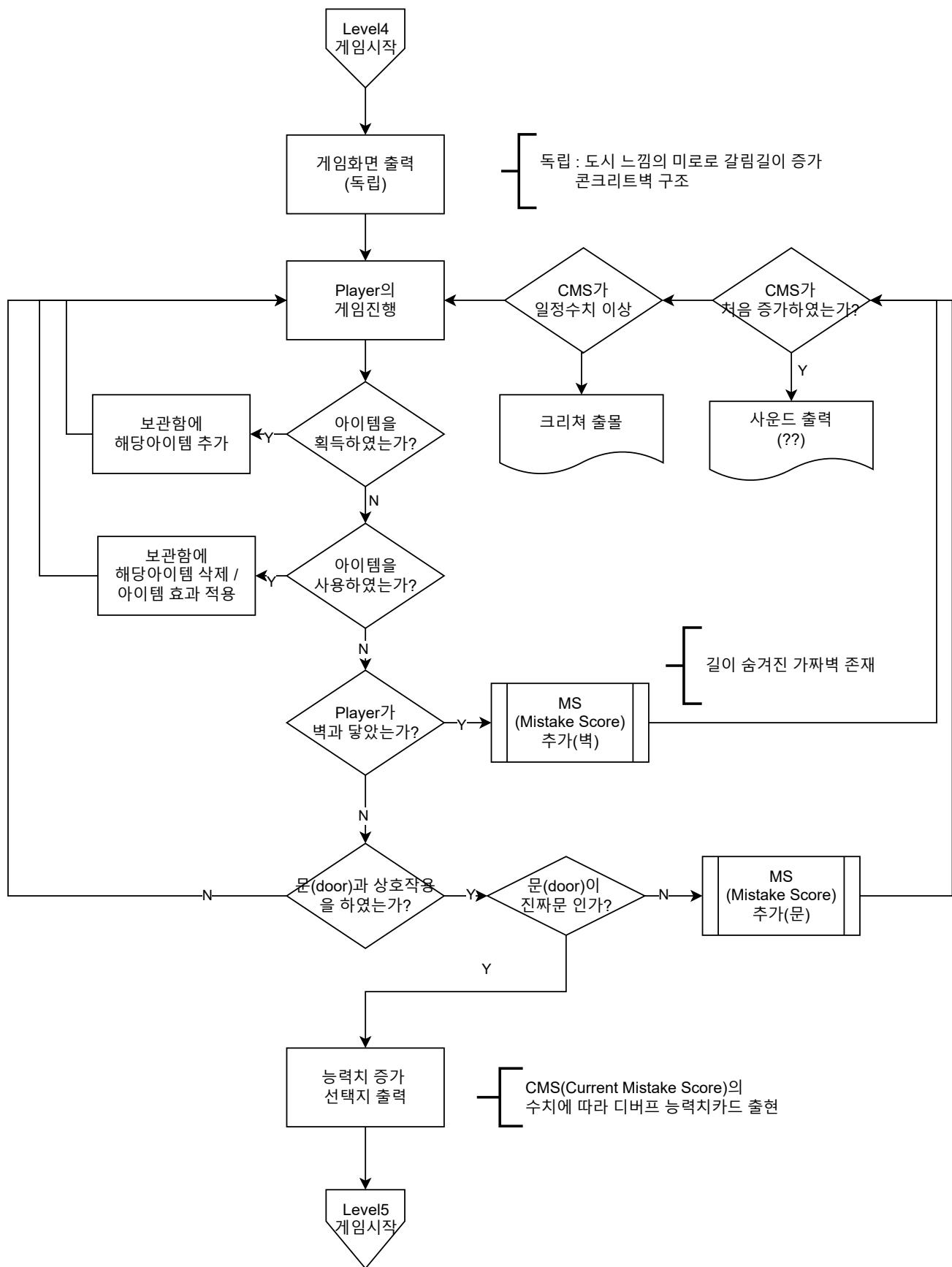
FlowChart_Game(level2)



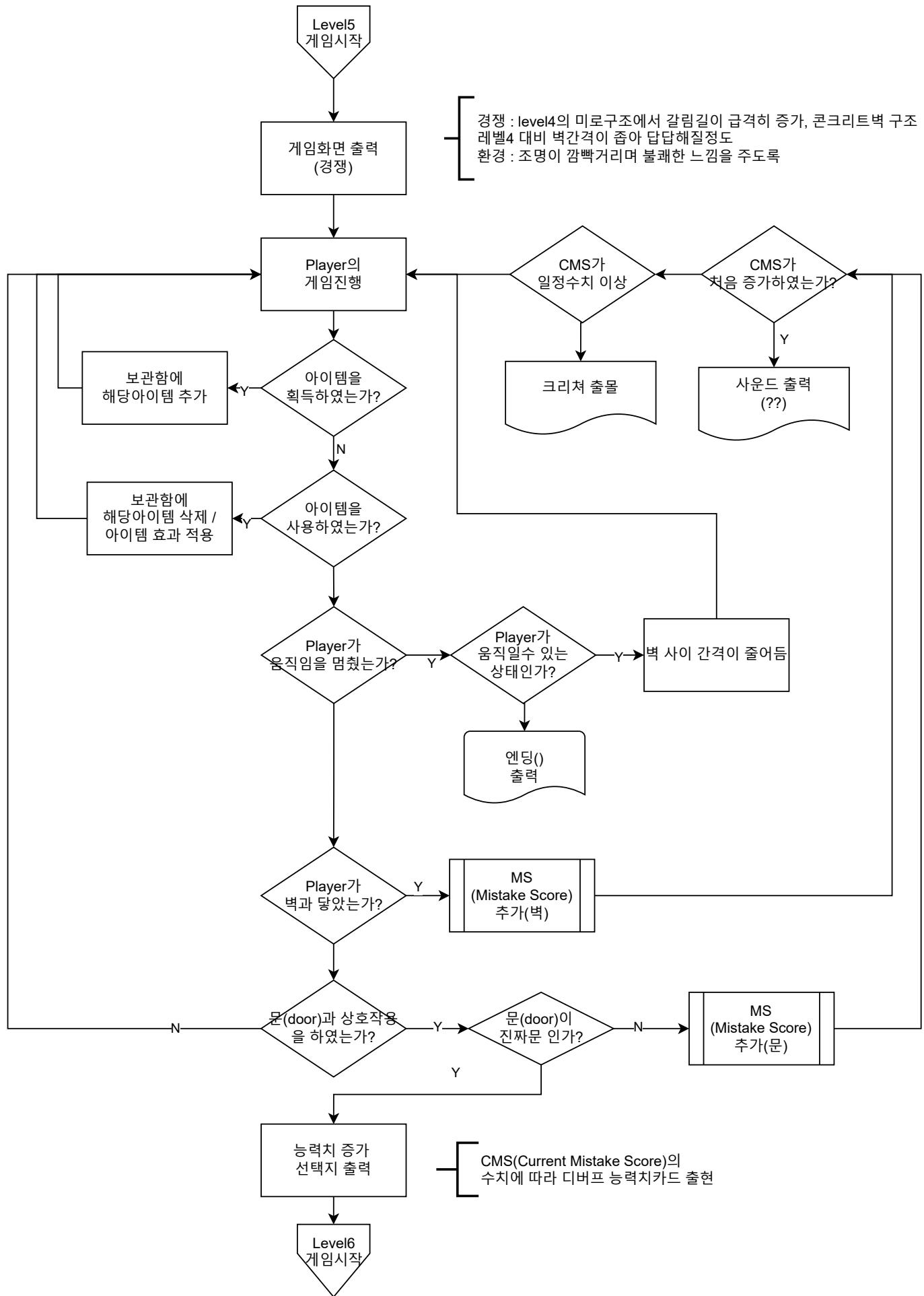
FlowChart_Game(level3)



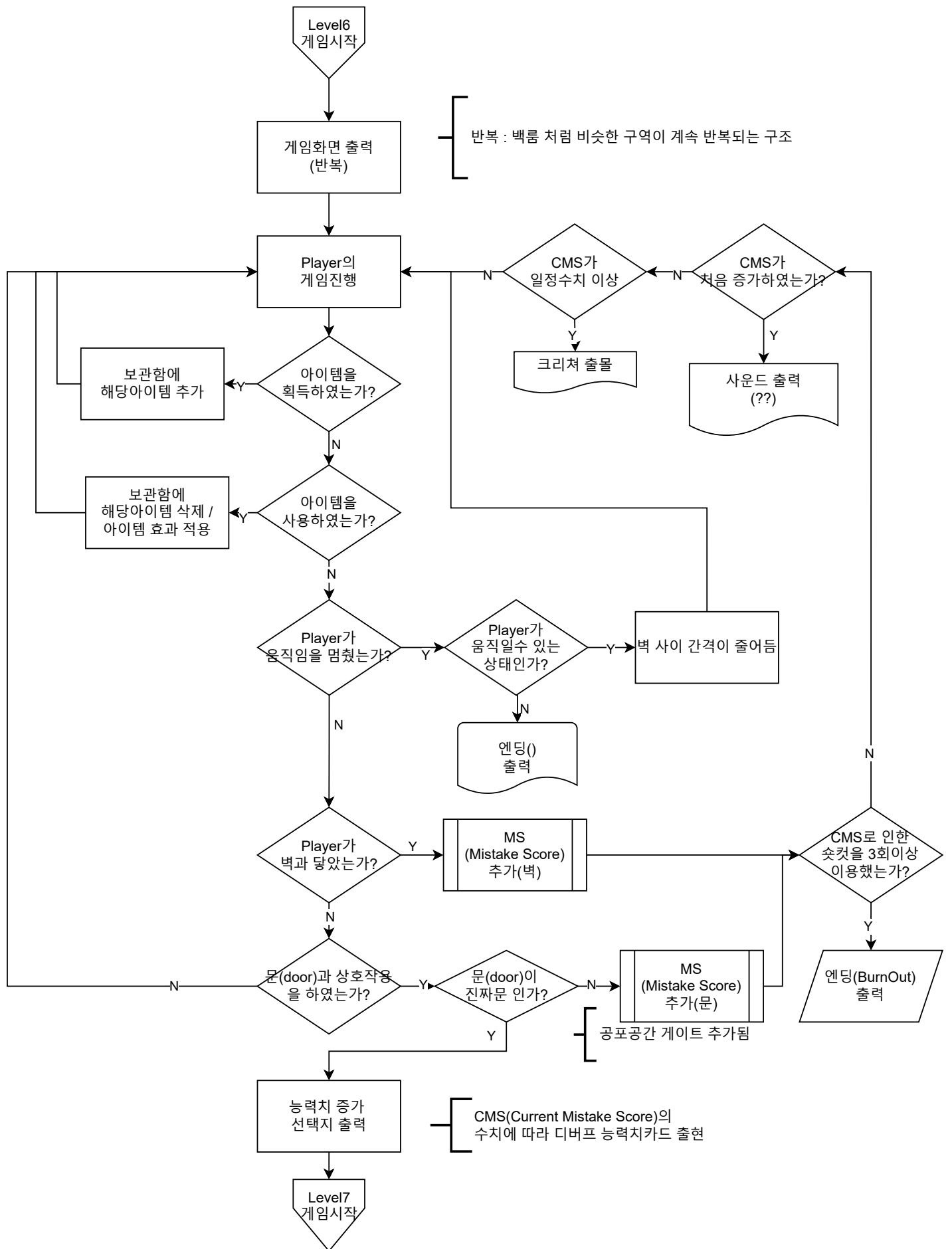
FlowChart_Game(level4)



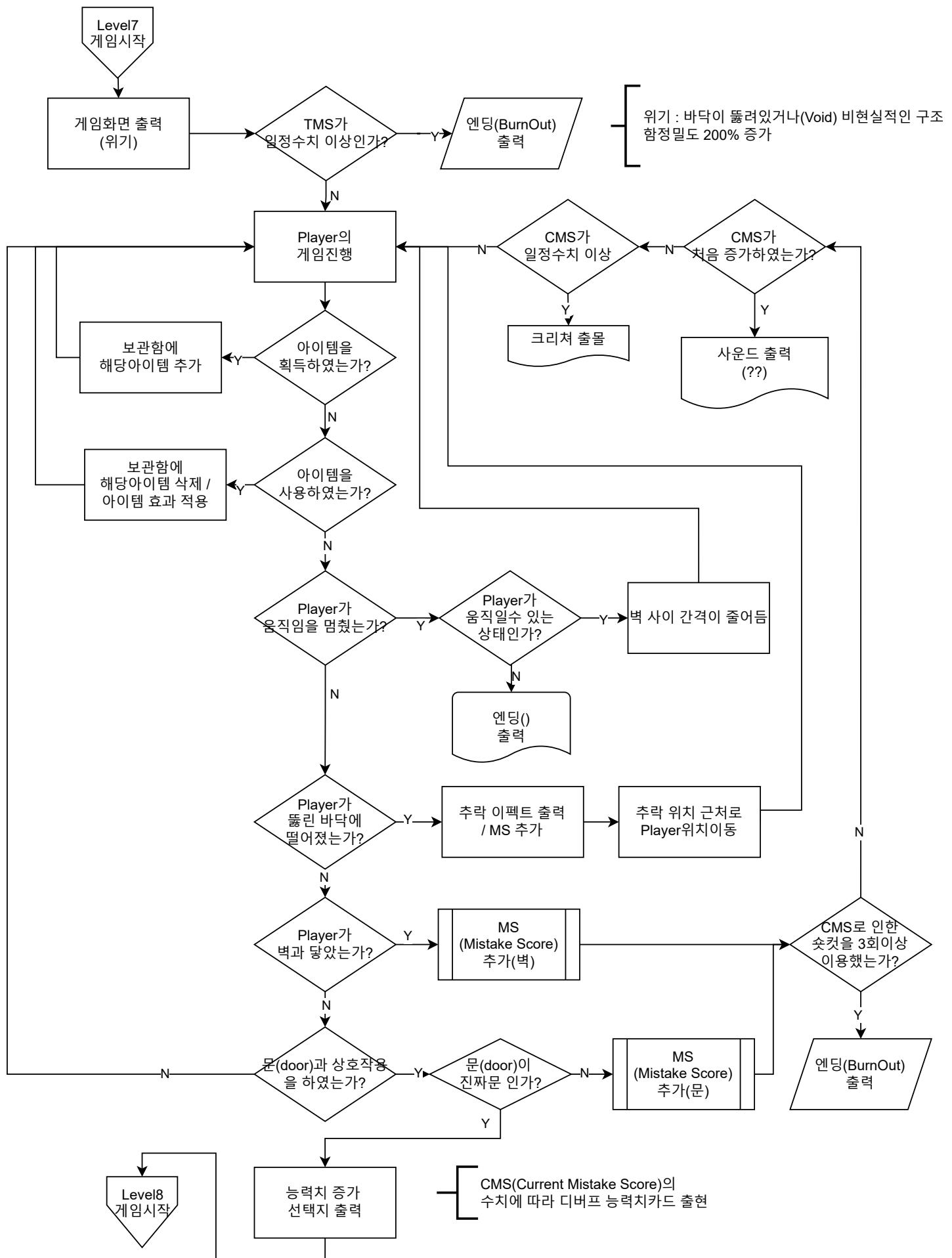
FlowChart_Game(level5)



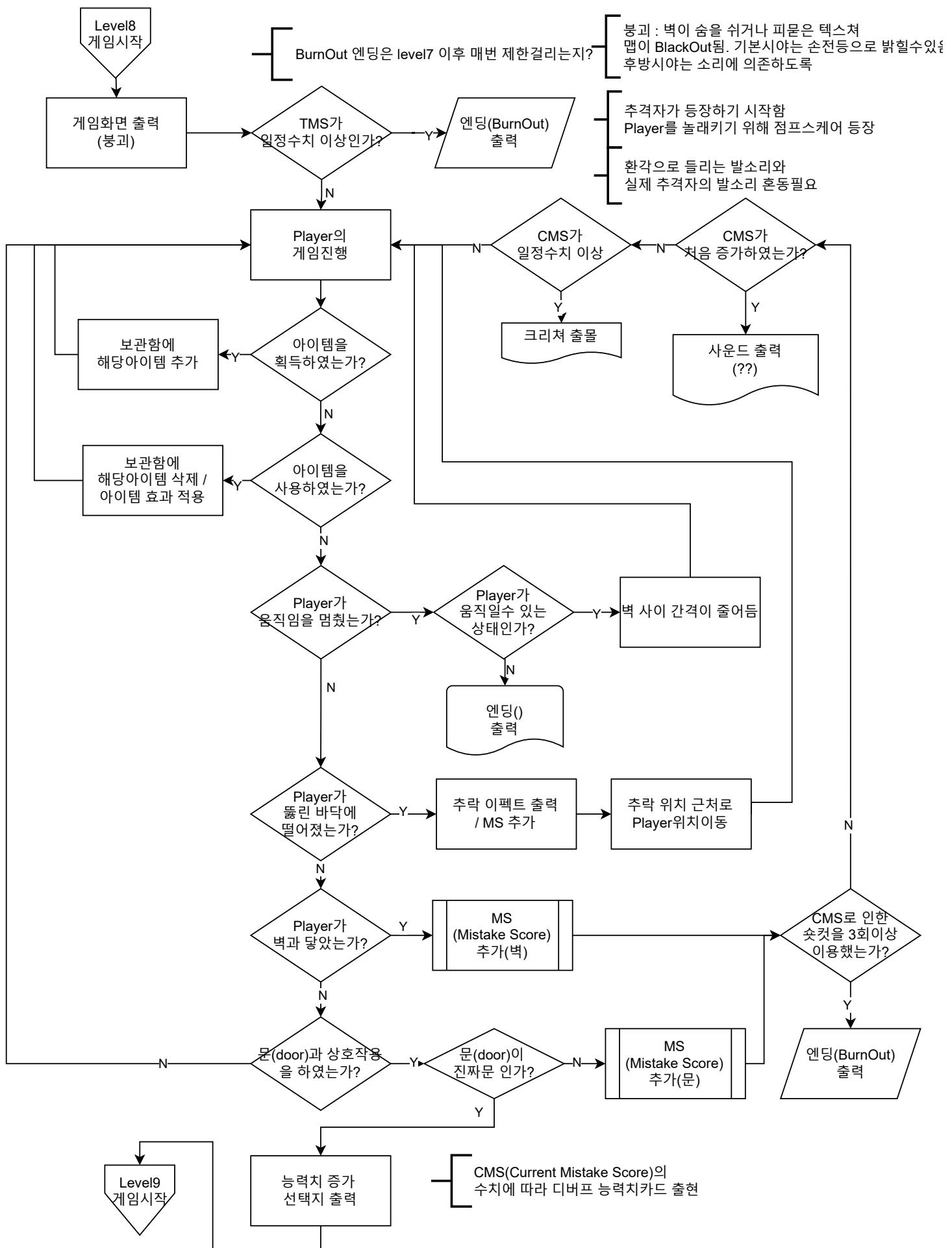
FlowChart_Game(level6)



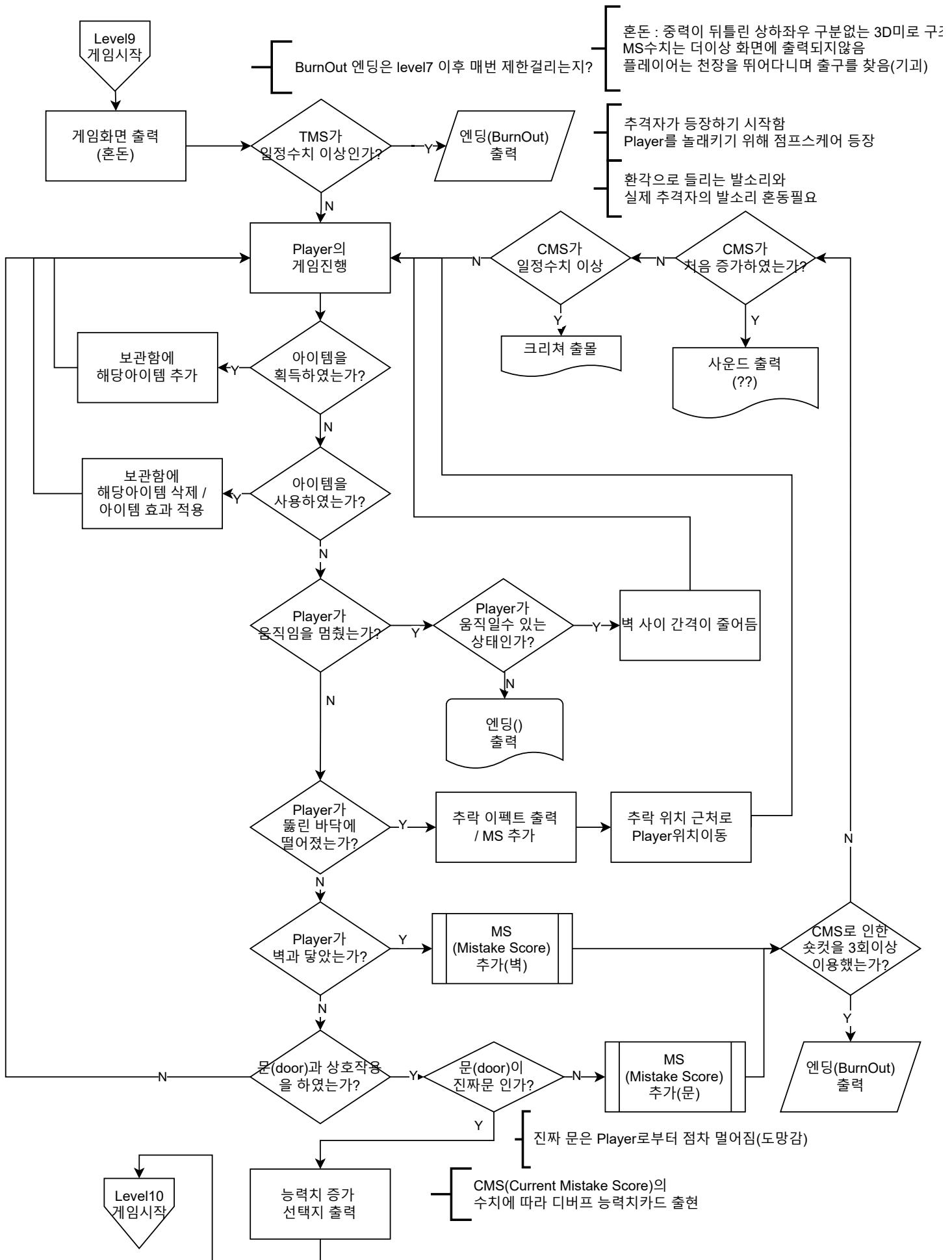
FlowChart_Game(level7)



FlowChart_Game(level8)



FlowChart_Game(level9)



FlowChart_Game(level10)

