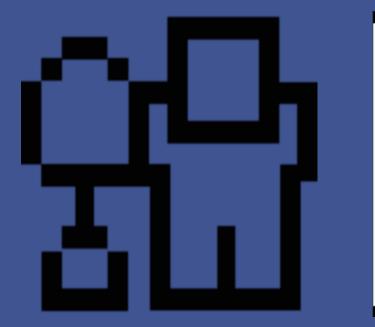
UNITY EXPRESS







INTRODUCTION OF TERM MEMBERS





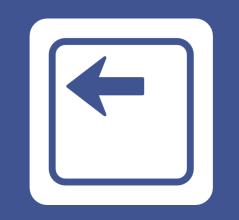
CELESTIAL

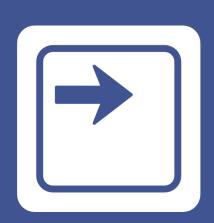


떨어진 별을 찾아 여행을 떠나는 그림자의 이야기!

introduction To genes

게임은 A,D 키와 방향키를 사용해 횡스크롤로 움직입니다.





introduction to comes

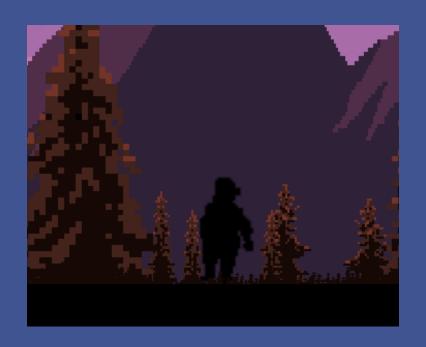




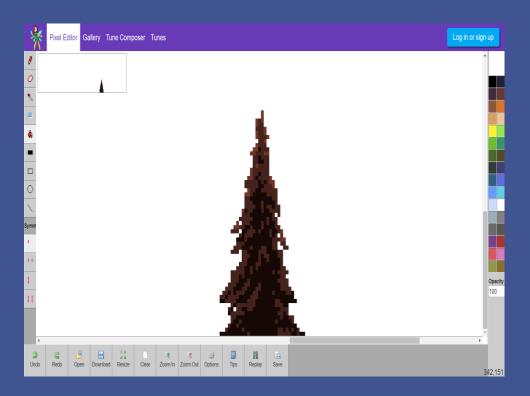




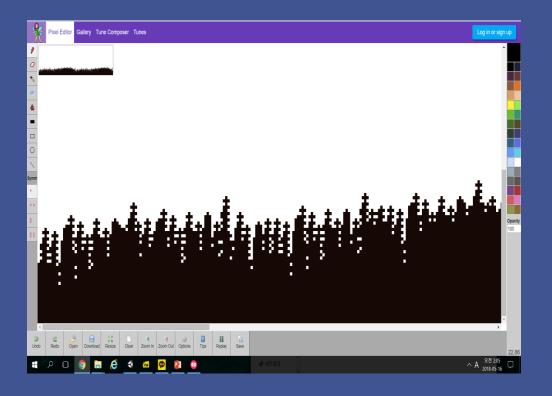
introduction to cones



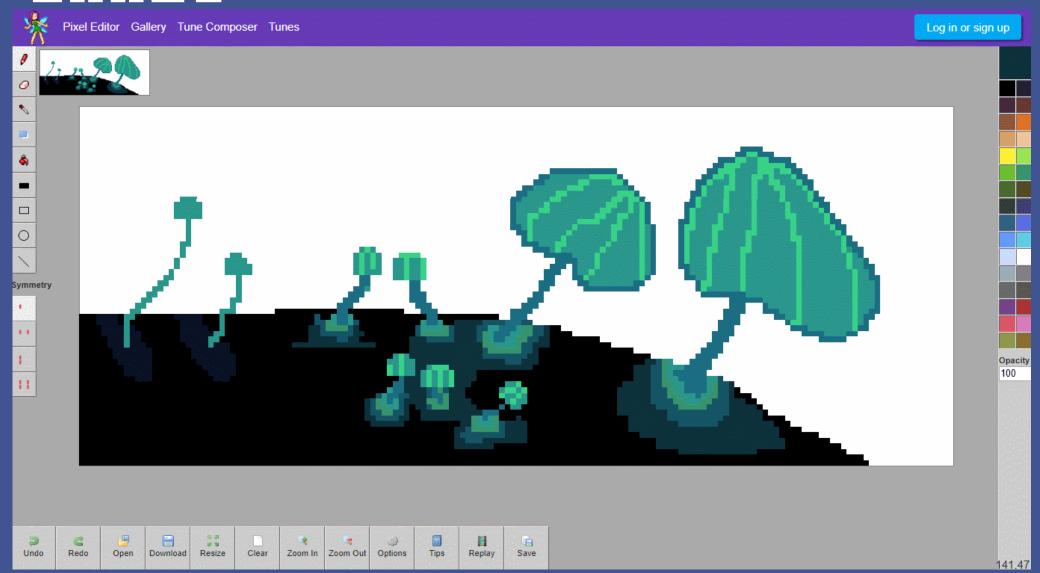
SPACE



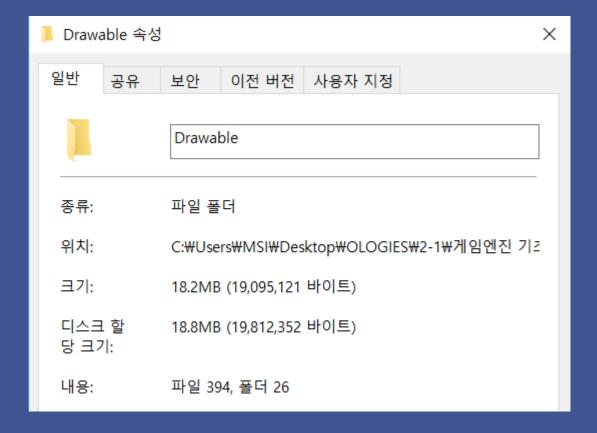
PIXEL ART



PIXEL ART



introduction To conce

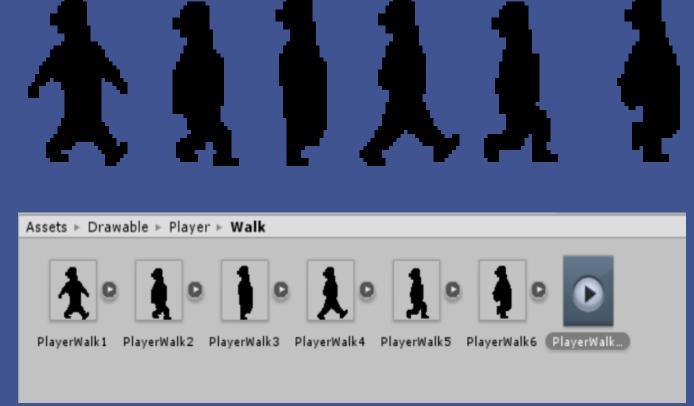


PIXEL ART

총 400여장 제작!

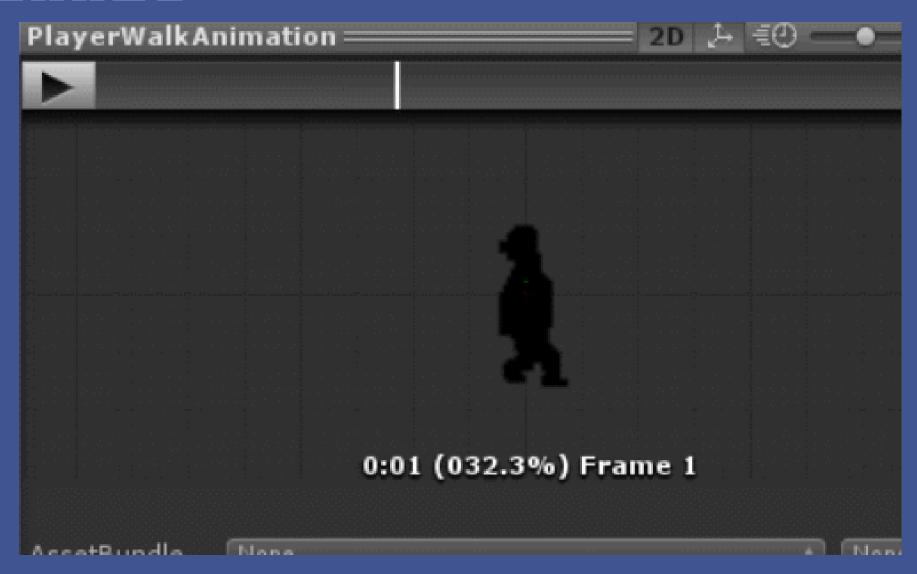
Pixel Editor Gallery Tune Composer Tunes Log in or sign up

ANIMATION





ANIMATION



SAVE&LOAD SYSYEM



NEW GAME

LORD GRME

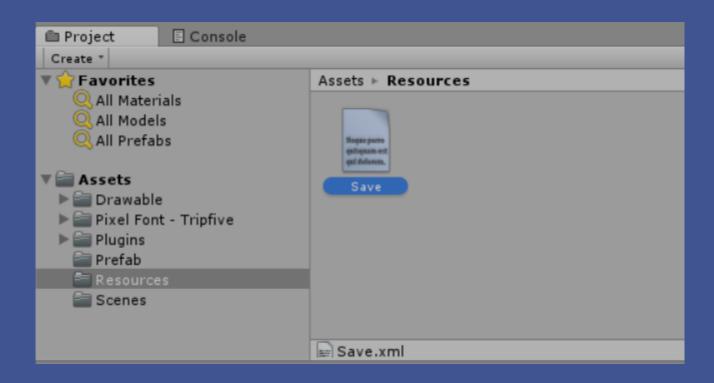
ENIT

SAVE&LOAD SYSYEM

```
| IEnumerator CreatXml()
   XmlDocument xmlDoc = new XmlDocument();
   xmIDoc.AppendChild(xmIDoc.CreateXmIDeclaration("1.0", "utf-8", "yes"));
   XmINode root = xmIDoc.CreateNode(XmINodeType.Element, "Saves", string.Empty);
   xmIDoc.AppendChild(root);
   XmlElement SaveBool = xmlDoc.CreateElement("SaveT");
   SaveBool.InnerText = "True";
   root.AppendChild(SaveBool);
                                              Xml 파일을 생성을 하고 슬롯이 되는 자식 Node를 3개 만듭니다!
   for (int i = 0; i < 3; i++)
       XmlNode child = xmlDoc.CreateNode(XmlNodeType,Element, "save" + (i+1) , string,Empty);
       root.AppendChild(child);
       XmlElement SceneName = xmlDoc.CreateElement("SceneName");
       SceneName.InnerText = "EMPTY";
       child.AppendChild(SceneName);
   xmlDoc.Save("./Assets/Resources/Save.xml");
   Debug.Log((TextAsset)Resources.Load("Save"));
   vield return 0;
IEnumerator SaveSlot()
```

introduction to comes

SAVE&LOAD SYSYEM



생성된 XML 파일

IINTRIODUCTION to games

SAVE&LOAD SYSYEM

```
| IEnumerator CreatXml()
   XmlDocument xmlDoc = new XmlDocument();
   xmIDoc.AppendChild(xmIDoc.CreateXmIDeclaration("1.0", "utf-8", "yes"));
   XmINode root = xmIDoc.CreateNode(XmINodeType.Element, "Saves", string.Empty);
   xmIDoc.AppendChild(root);
   XmlElement SaveBool = xmlDoc.CreateElement("SaveT");
   SaveBool.InnerText = "True";
   root.AppendChild(SaveBool);
   for (int i = 0; i < 3; i++)
      XmINode child = xmIDoc.CreateNode(XmINodeType.Element, "saye" + (i+1) , string.Empty);
       root.AppendChild(child);
       XmlElement SceneName = xmlDoc.CreateElement("SceneName");
       SceneName.InnerText = "EMPTY";
                                          생성된 자식 Node의 원소로 원하는 값이 String 형태로 저장이 됩니다!
       child.AppendChild(SceneName);
   xmlDoc.Save("./Assets/Resources/Save.xml");
   Debug.Log((TextAsset)Resources.Load("Save"));
   vield return 0;
IEnumerator SaveStot()
```

SAVE&LOAD SYSYEM

```
| IEnumerator ChoseSave()//세이브 선택
      TextAsset txtAsset = (TextAsset)Resources.Load("Save");
      XmlDocument xmlDoc = new XmlDocument();
                                                       3개의 세이브 슬롯 이름에 해당되는 값을
      xmIDoc.LoadXmI(txtAsset.text);
      XmlNodeList nodes = xmlDoc.SelectNodes("Saves/save1");
                                                       3개의 슬롯에 해당되는 Node의 원소 String값에서 불러옵니다!
      foreach (XmlNode node in nodes)
      gameStart.GetComponent4InityEngine.UI.Text>().text = "SAVE 1:" + node.SelectSingleNode("SceneName").InnerText;
   nodes = xmlDoc.SelectNodes("Saves/save2");
   foreach (XmlNode node in nodes)
      loadGame.GetComponent dnityEngine.Ul.Text>().text = "SAVE 2:" + node.SelectSingleNode("SceneName").InnerText;
   nodes = xmlDoc.SelectNodes("Saves/save3");
   foreach (XmINode node in nodes)
      exit.GetComponent UnityEngine.UI.Text>().text = "SAVE 3:" + node.SelectSingleNode("SceneName").InnerText;
   framePosition = 3:
  menu.gameObject.SetActive(true);
   menu.GetComponent<RectTransform>().localPosition = new Vector3(0, -56f);
   yield return 0;
```

introduction To cones

SAVE&LOAD SYSYEM

생성된 XML파일

SAVE&LOAD SYSYEM

CELESTIAL

NEW GRME

LORD GRME

EXIT

introduction to conse

SAVE&LOAD SYSYEM



introduction to games

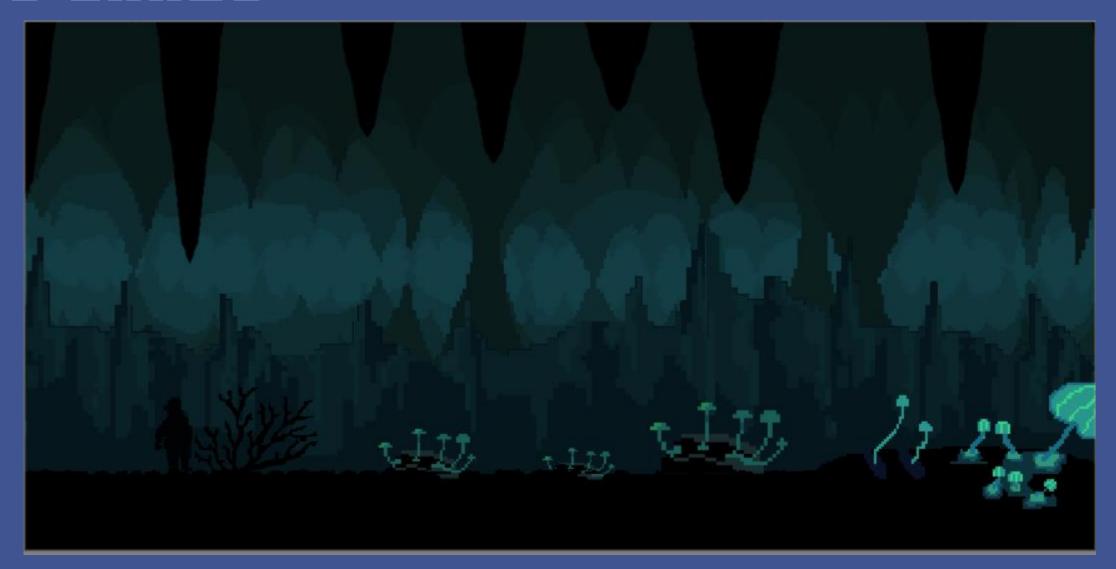
SAVE&LOAD SYSYEM

```
| IEnumerator Save(string index)
   nowSave = true;
   frame.GetComponent<RectTransform>().localScale = new Vector3(1.63694f, frame.GetComponent
   menu.GetComponent<RectIransform>().localScale = menuPosition;
   framePosition = 2;
   continueGame.GetComponent<UnityEngine.Ul.Text>().text = ("CONTINUE");
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("SAVE GAME");
   mainMenu.GetComponent<UnityEngine.Ul.Text>().text = ("MAIN MENU");
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("Saving.");
   vield return new WaitForSeconds(0.5f);
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("Saving..");
   vield return new WaitForSeconds(0.5f);
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("Saving...");
   vield return new WaitForSeconds(0.5f);
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("COMPLETE!");
   TextAsset textAsset = (TextAsset)Resources.Load("Save");
   XmlDocument xmlDoc = new XmlDocument();
   xm | Doc.LoadXm | (textAsset.text);
   XmlNodeList nodes = xmlDoc.SelectNodes("Saves/"+index);
   XmlNode character = nodes[0];
   character.SelectSingleNode("SceneName").InnerText = SceneManager.GetActiveScene().name;
   xmlDoc.Save("./Assets/Resources/Save.xml");
   vield return new WaitForSeconds(1f);
   saveGame.GetComponent<UnityEngine.Ul.Text>().text = ("SAVE GAME");
   saving = false;
                           게임 도중 진행상황을 XML 파일에 저장할 수 있습니다!
   nowSave = false;
```

DED EN EN EN EN EN

introduction to conse

SCENE MENUFACTURE



<u>nanulaotaro</u>

introduction to cones

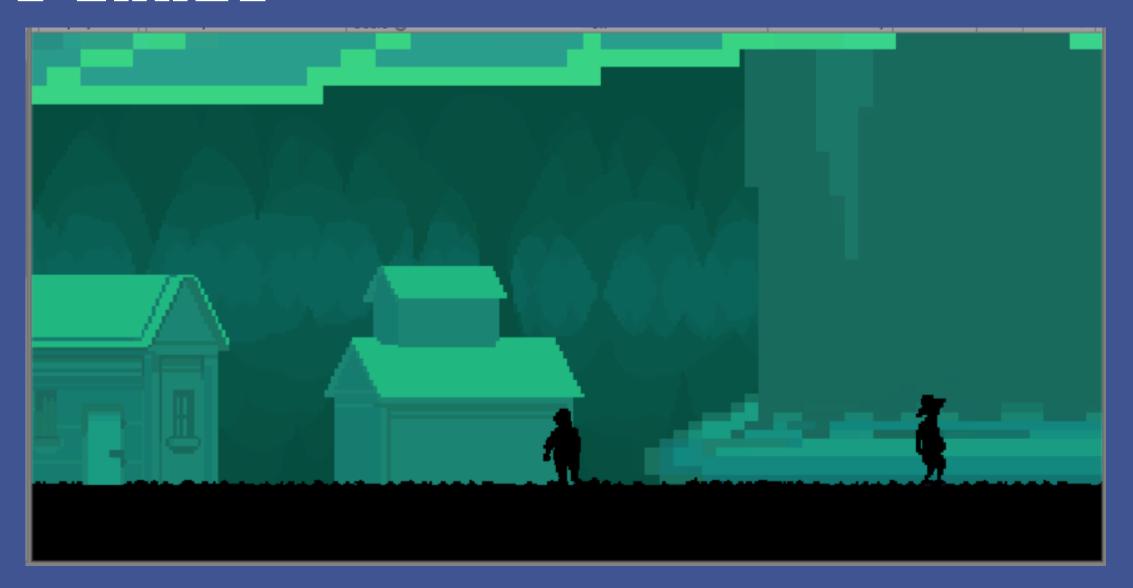
SCENE MENUFACTURE



<u>nanutacture</u>

introduction to cones

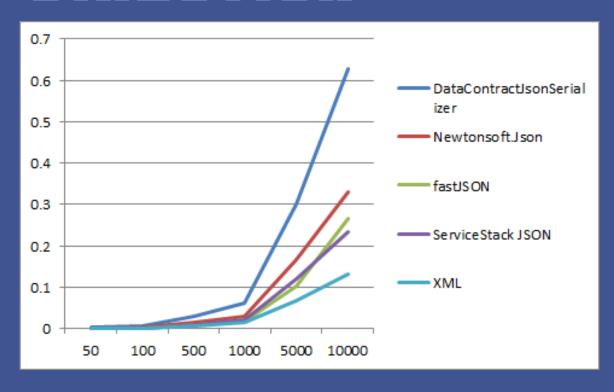
SCENE MENUFACTURE



<u>nanufacture</u>

Introduction to cones

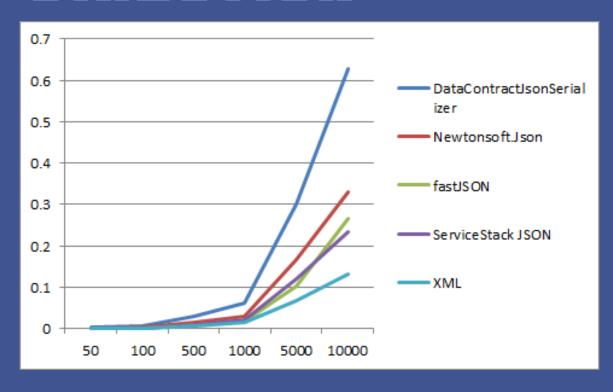
DEMO VDIEO



Unity에서 기본으로 제공하는 XML은 저장 및 <u>불러오기 속도가 굉장히 느립니</u>다.

현재는 저장완료 때까지 로딩창을 띄우는 방법을 생각해 보았으나, 저장까지 20~30초정도 시간이 걸립니다.

무척 느린 XML의 파싱 속도!



이를 해결하기 위해 PlugIn인 Rapid Xml을 적용하려 했으나 시간관계상 모든 코드를 수정 하기 어렵기 때문에 보류중입니다.

무척 느린 XML의 파싱 속도!



아직 CELESTIAL은 스토리적으로, UI적으로도 아직 프로토타입입니다.



스토리는 기본 배경과 엔딩, 엔딩 분기까지 모

두 기획을 해 두었습니다.

