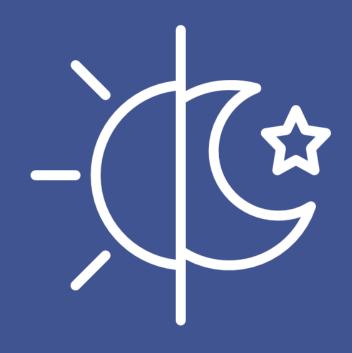
## 우리의 밤은

당신의 낮보다 아름답다



안장훈



- 1. 게임 소개
- 2. 개발 목표
- 3. 개발 과정
- 4. 개발 방향
- 5. Q&A

## GOME INFO

# CELESTIAL

2D 횡스크롤 어드벤쳐 게임!



웹 서버로 호스팅 되는 웹 게임!

## GOME MIFO

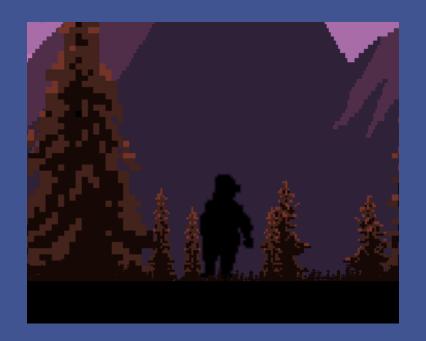








## GOME MIFO



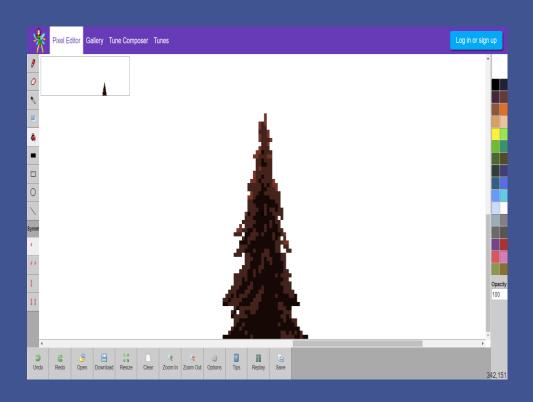
SPACE

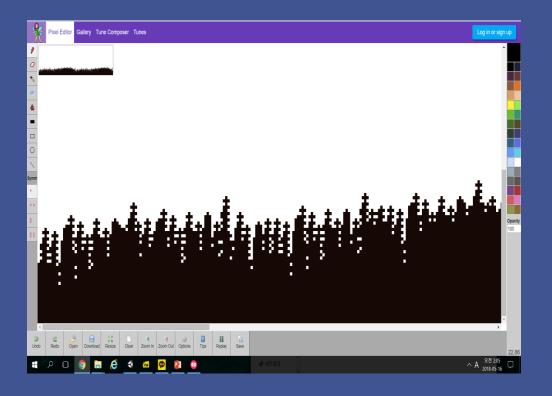
## DEVELOP MOV



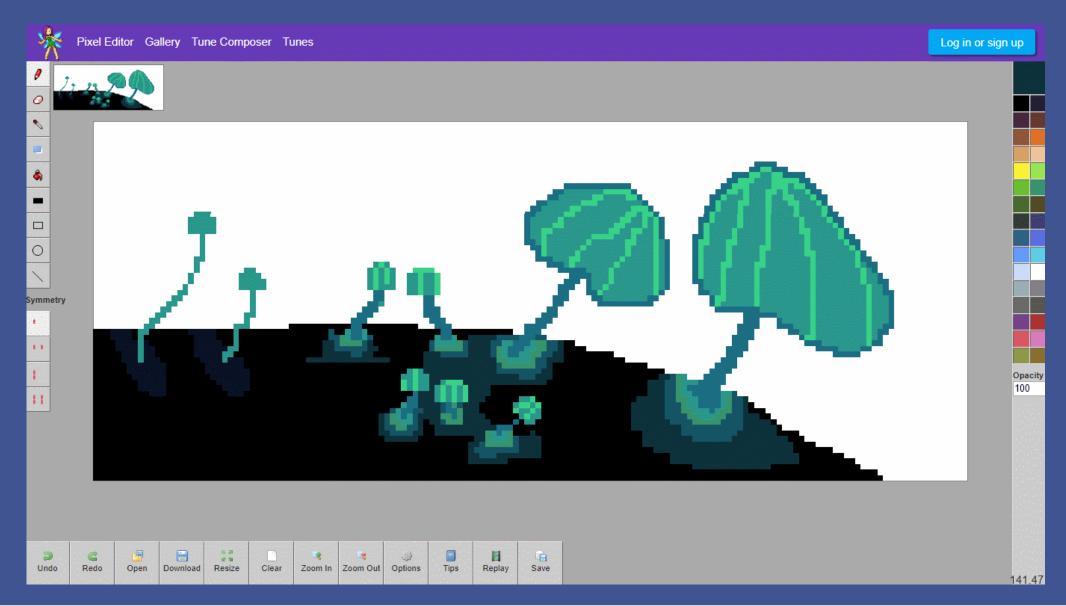
NO ASSET STORE!

## Develop Mov

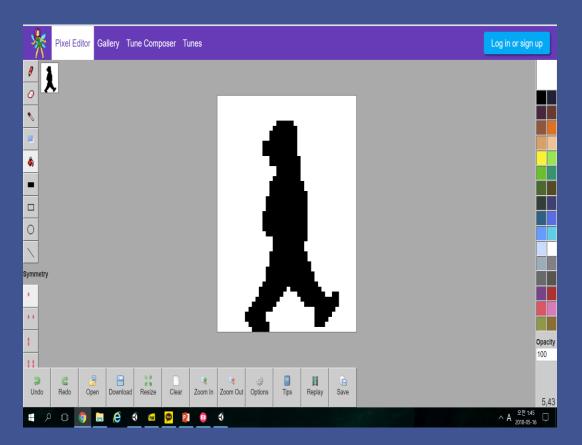


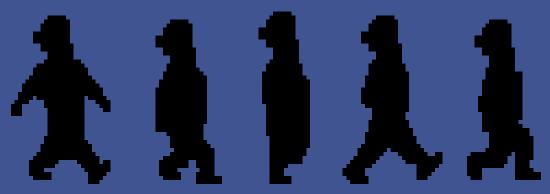


## DEVELOP MOV



## DEVELOP MOV







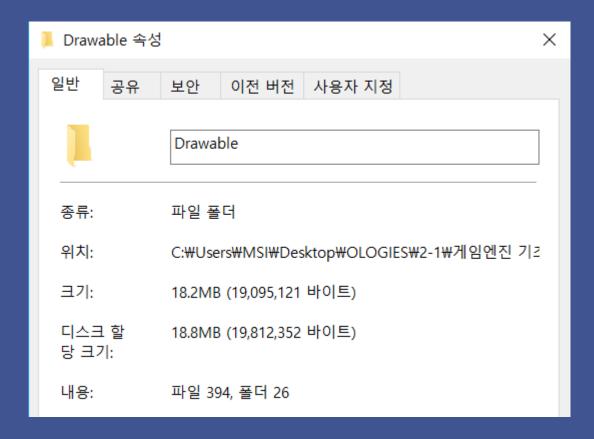




#### ANIMATION



## DEVELOP MOV



#### PIXEL ART

총 400여장:



Free

무료 도메인 호스팅

서버 운영

ORM

폼



File Zilla 서버 전송





Putty 서버 관리





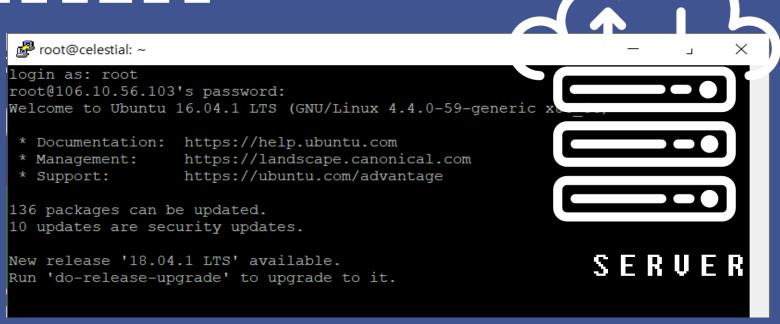


SERVER

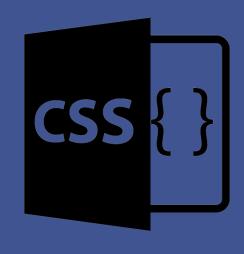
ACCOUNT

SAUE



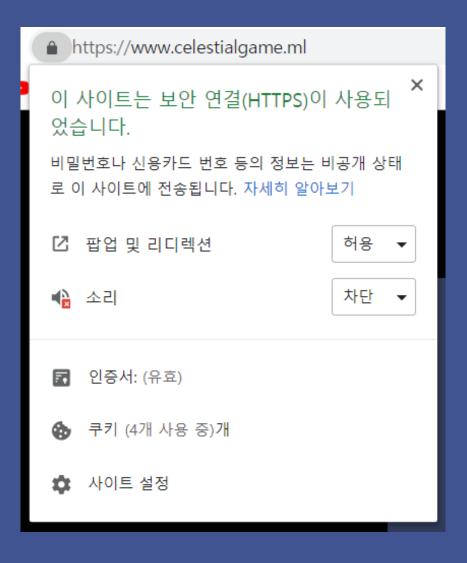












```
listen 80;
listen [::]:80;
root /var/www/celestialgame.ml/html;
index index.php index.html index.htm;
index index.html index.htm;
server_name celestialgame.ml www.celestialgame.ml;
#php 보안 설정 추가
location \sim \.(php|html|htm) {
include snippets/fastcgi-php.conf;
fastcgi_pass unix:/run/php/php7.2-fpm.sock;
#fastcgi_param SCRIPT_FILENAME $document_root$fastcgi_script_name;
include fastcgi_params;
fastcgi_read_timeout 300;
location / {
    try_files $uri $uri/ =404;
listen 443 ssl; # managed by Certbot
ssl certificate /etc/letsencrypt/live/www.celestialgame.ml/fullchain.pem; # managed by Certbot
ssl_certificate_key /etc/letsencrypt/live/www.celestialgame.ml/privkey.pem; # managed by Certbot
include /etc/letsencrypt/options-ssl-nginx.conf; # managed by Certbot
ssl dhparam /etc/letsencrypt/ssl-dhparams.pem; # managed by Certbot
```







ACCOUNT

## CELESTIAL

-Log In-	
ID	
Password	
Sign in	
Y5 414 b Y80	
If you don't have ID? <u>Join us</u>	

로 그 인 창

#### ACCOUNT



Create account—
Your Name
Your ID
Your Password  At least 6 characters
At least o characters
Re-enter your password
ne encer your password
Create your
account
23332112
Already have an
account? Sign in

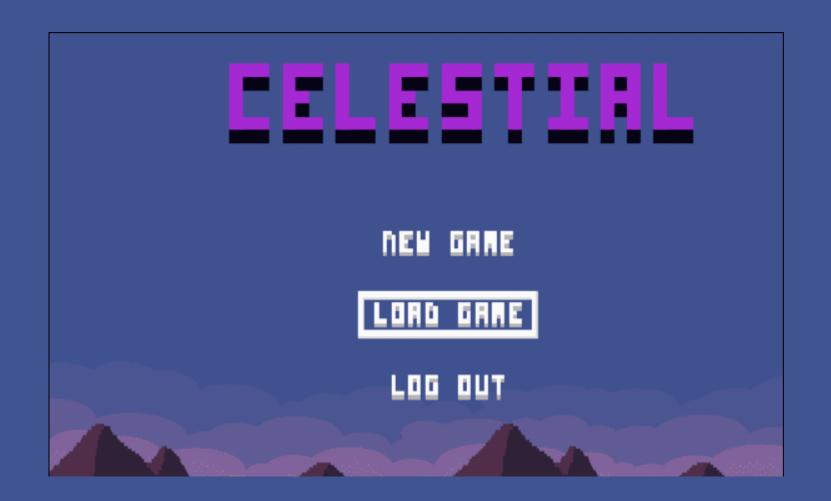
회원 가입창



```
#계정 등록
$signup = mysqli_query($mysqli,"INSERT INTO account_info(userName,userId,userPassword) VALUES('$userName','$userId','$pw')");
$saveup = mysqli_query($mysqli,"INSERT INTO save_info(userId,slot2,slot3) VALUES('$userId','none','none','none')");
$playTime = mysqli_query($mysqli,"INSERT INTO playTime_info(userId,slot1,slot2,slot3) VALUES('$userId',0,0,0)");

if($signup || $saveup || $playTime){
    echo("<script>alert(\"Account registration completed. Please complete the login.\");
    location.href='login.html';</script>");
    exit();
}
```







SAVE

#### SAVE

```
me(string slot)
TEnumera
   form =
                         slot);
   form.Add
                             domain + "unitysave,
   webRespawn
   yield return w
   exit.text = webRe
    if (webRespawn.text
       Global.slot = slot;
        if (webRespawn.text.Equ
           StartCoroutine(Ga
                                                          Source>().Stop();
                              ∡inbgm").GetComp
            GameOb
                            .dScene(webRespawn.te.
```

#### SAVE

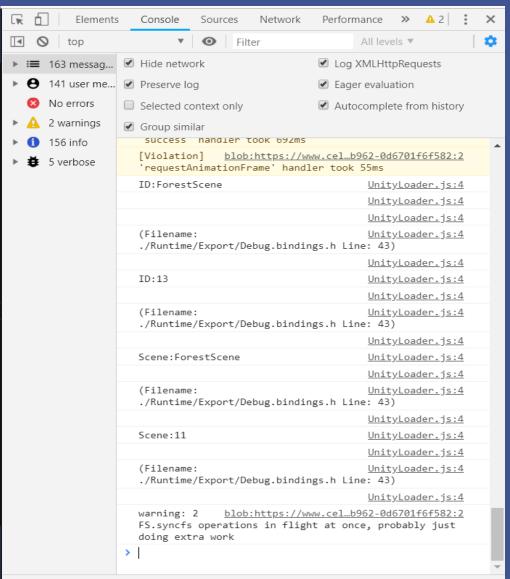
```
IEnumerator LoadGame(string slot)
{
    form = new WWWForm();
    form.AddField("slot", slot);
    webRespawn = new WWW(Php.domain + "unitysave.ph

바이트 순서 표시(Byte Order Mark, BOM)는 유니코드 문자, U+FEFF 바이트 순서 표
식(BOM)으로, 텍스트 스트림 시작 부분에 있는 매직 넘버처럼 나온 것은 텍스트를 소
비하는 프로그램에 여러 가지 내용을 알려줍니다: 텍스트 스트림이 저장되는 바이트
순서 또는 엔디언
```

바이트 순서 표식 - 위키백과, 우리 모두의 백과사전 https://ko.wikipedia.org/wiki/바이트\_순서\_표식

```
else
{
    GameObject.Find("Mainbgm").GetComponent
    SceneManager.LoadScene(decodingString);
}

yield return 0;
}
```



Console What's New





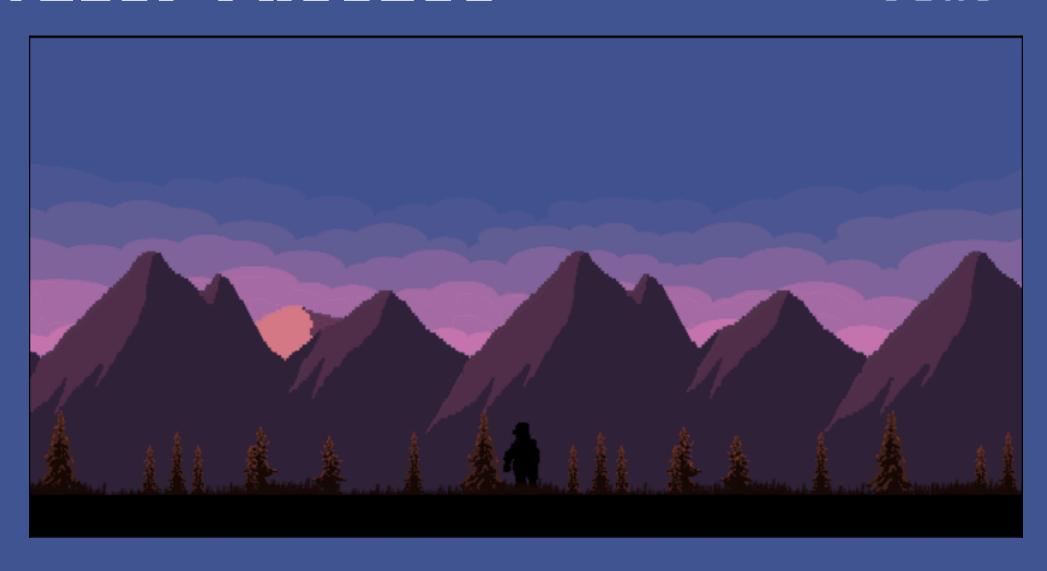
#### DEMO



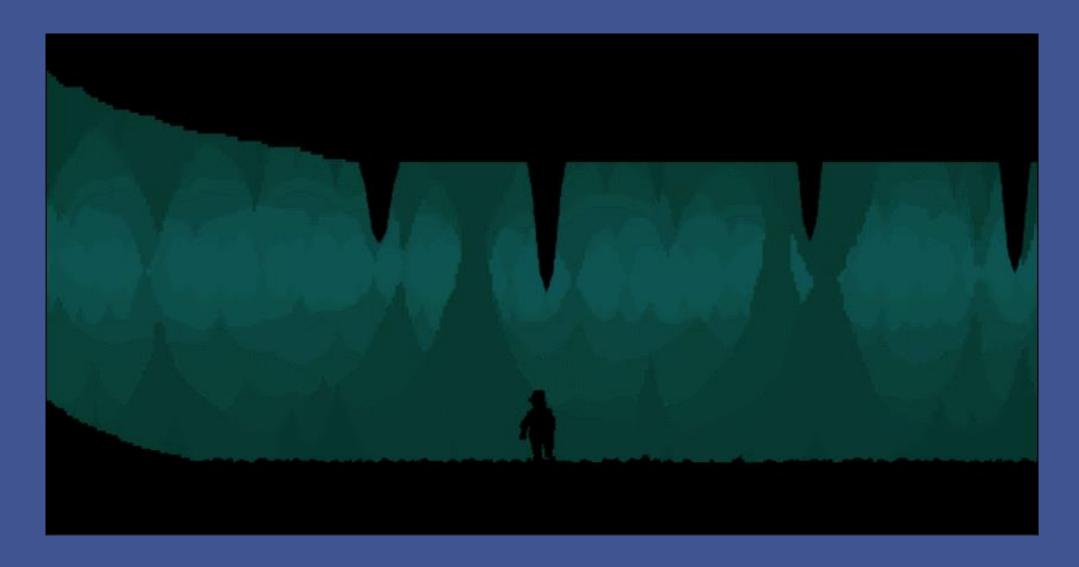
**DEM GRME** 

LORD GRME

LOG OUT







#### Develop Direction



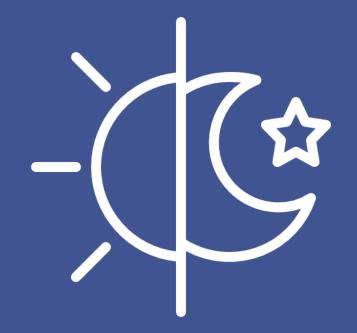




세이브 포인트

더 많은 도트

더 많은 소스



Q & A