

KGDC 2002

:

()

가 ,
 가 .
 ,
 .
 . Concept
 .
 가 가

1.

2 ,
 ,
 가 - 가
 . 0 < x < 1
 2
 .
 Level

Ex. 01) $\exp(\text{level}) = \text{level} * (\text{level} - 1)$

Ex. 02) $\text{damage} = \text{strength} + \text{random()} * 10, \quad 0 < \text{random()} < 1$

2. Concept

2가
 가 ,
 ,

가

가

Damage

가

가

2

Map

A, B, C,

B, D

가

. B: 1 , D:

4

가

가

1:4

가

가 ,

가

가

, Map

가

Concept

가

2가

가

가

가

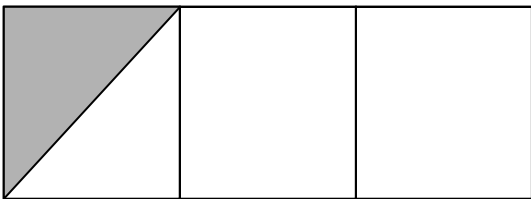
2가

3. #1

A 가 * random(), B 가 * random(),
C 가 * random(), D 가 * random() ,
 , 가
 , 2가
 가 .

가 3 : A 가 1 , B
A:B 1:3
A 25% , B 75%
2 가 1:3

가 2 가 , 1 ()
 , 2
 . $A=1, 0 < \text{Random}() < 1$ $0 < A * \text{Random}() < 1$ 가 ,
 $B=3, 0 < \text{Random}() < 1$ $0 < B * \text{Random}() < 3$ 가 ,
 A가 1/6, B가 5/6 .


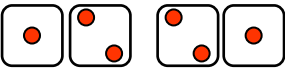

































































2 Random .

, 2 가
 , 가 ()-
 -가 가
 가 .

4. #2

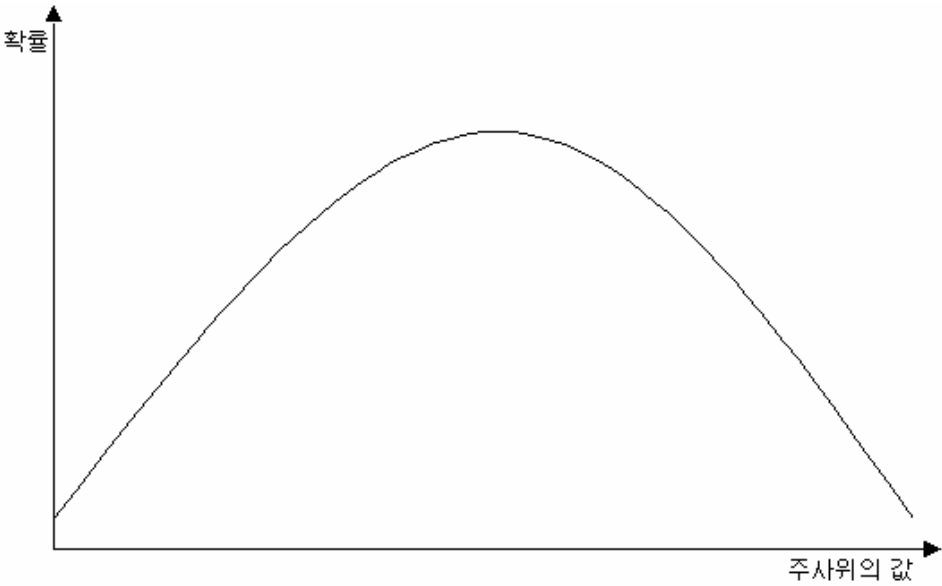
Concept .
 .
 가 .
 2 2 ~ 12 가 ,
 가 .

2		1/36
3		2/36
4		3/36
5		4/36

6	          	5/36
7	           	6/36
8	          	5/36
9	         	4/36
10	        	3/36
11	     	2/36
12	 	1/36

2~12

0<random()<1, x = random() * 10 + 2
2~12





4 3 가 , sin

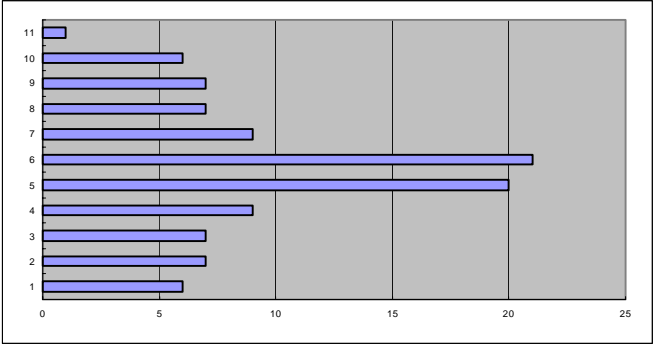
0.0 < random () <= 0.5, x = (sin (random()* π) /2)* 10 + 2

0.5 < random () <= 1.0, x = (sin ((random()-0.5)* π - π /2)/2) * 10 + 2

- 가 Sin 3 -

0.01	2	0.26	5	0.51	7	0.76	8
0.02	2	0.27	5	0.52	7	0.77	8
0.03	2	0.28	5	0.53	7	0.78	8
0.04	2	0.29	5	0.54	7	0.79	8
0.05	2	0.3	6	0.55	7	0.8	9
0.06	2	0.31	6	0.56	7	0.81	9
0.07	3	0.32	6	0.57	7	0.82	9
0.08	3	0.33	6	0.58	7	0.83	9
0.09	3	0.34	6	0.59	7	0.84	9
0.1	3	0.35	6	0.6	7	0.85	9

0.11	3	0.36	6	0.61	7	0.86	9
0.12	3	0.37	6	0.62	7	0.87	10
0.13	3	0.38	6	0.63	7	0.88	10
0.14	4	0.39	6	0.64	7	0.89	10
0.15	4	0.4	6	0.65	7	0.9	10
0.16	4	0.41	6	0.66	7	0.91	10
0.17	4	0.42	6	0.67	7	0.92	10
0.18	4	0.43	6	0.68	7	0.93	10
0.19	4	0.44	6	0.69	7	0.94	11
0.2	4	0.45	6	0.7	7	0.95	11
0.21	5	0.46	6	0.71	8	0.96	11
0.22	5	0.47	6	0.72	8	0.97	11
0.23	5	0.48	6	0.73	8	0.98	11
0.24	5	0.49	6	0.74	8	0.99	11
0.25	5	0.5	7	0.75	8	1	12

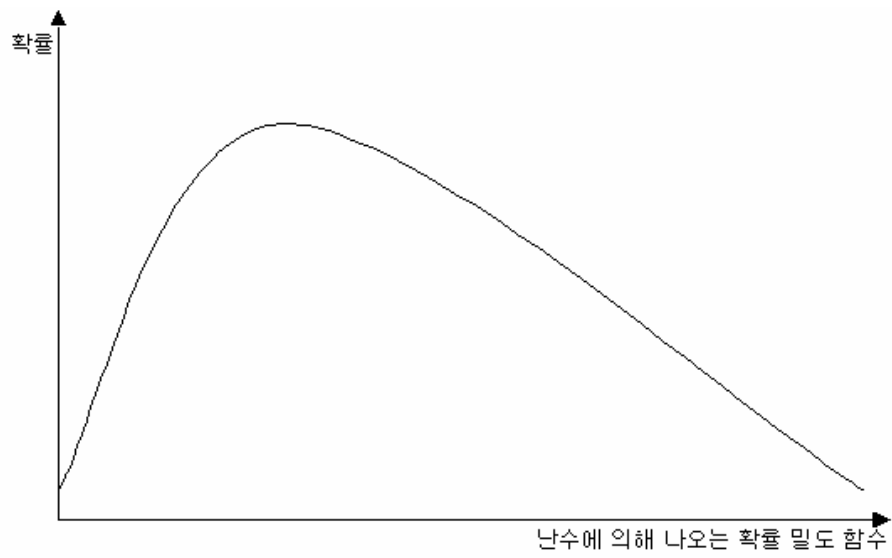


sin

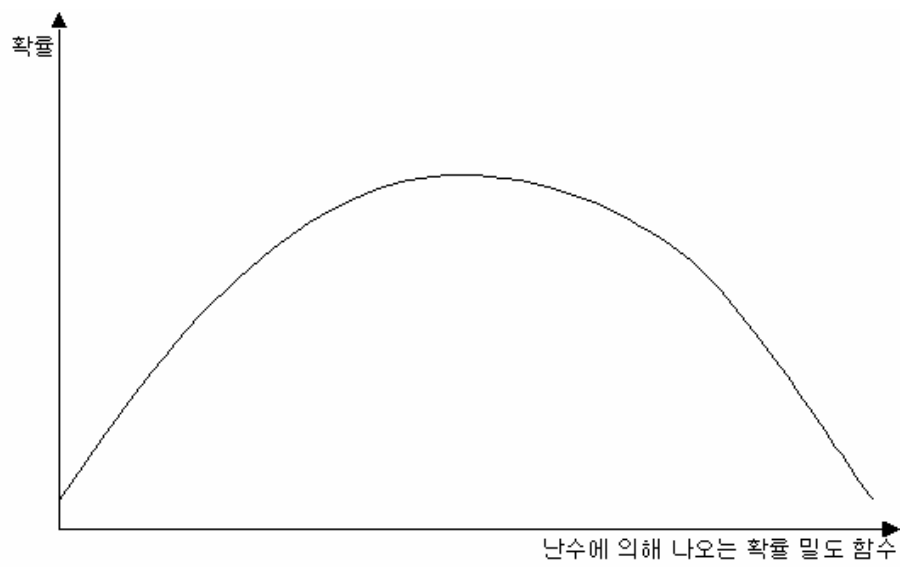
5. #2

Concept

.
 - 3~5 가 - 가
 ,
 , Skill (sin)



가



가

7.

가 , 가
가 가 가
가

가 ()

Concept

가

가 ,

가

가 가 가

Level Class 가

가 가

가

1 2가 가

(가) - 가

가

가

5 2가 가

가, sin , 1

가

tip 가 가

concept 가