

()

2024-05-09 04:24 - Hannah.H

:	:	2024-05-09
:	:	2024-05-24
:	Hannah.H	100%
:	:	0.00
:	5	0.00

```

5
*UI Client
: https://drive.google.com/file/d/1u1GmMXV02woPzvMiYpqAvo8Y0N-veDmf/view?usp=sharing
** UI가 UI가 가 UI
* 가 UI , UI , UI
*
[ ( ) ]
1) ( )
2) ( )
3)
4)
* 3,4 UI
3,4 UI : PF UI PF_UI_ UI
    
```

#1 - 2024-05-14 11:14 - Hannah.H

```

[ ] [ ]
UI
: https://drive.google.com/file/d/1tVMcrwdTSvwCA3NKIDFCvNRji9K1Dvg5/view?usp=sharing
    
```

#2 - 2024-05-16 01:19 - zoe

```

- ( ) zoe hugo ( )
    
```

#3 - 2024-05-16 01:56 - hugo

```

- ( ) ( )
- ( ) 0 10( )
    
```

#4 - 2024-05-17 01:06 - Melody

```

, Melody
가
- [* ]* 가 . (16~18p)
- [* ]* 가 . (19~20p)
(1.5 ver) > https://drive.google.com/file/d/1CfIJvejJfTRJpheiKl58m3TbguKen2q/view?usp=sharing
    
```

#5 - 2024-05-17 05:22 - hugo

```

- ( ) 10 30( )
    
```

Socket 1
가 가
1 UML : https://drive.google.com/file/d/1CvNaOpjiQHcFoiDlikc_Qpat4IDRFAPX/view?usp=sharing

byte bigendian
enter game Socket Connect , SLoginReq
Server가 pong
Server Socket Close ping

#6 - 2024-05-27 00:28 - hugo

- () 30 70()

- S_EnterReq : Api
- C_EnterRes : Api
- 가
- House Prob Object Data 가
- InterAction Data 가
- Village Field Info 가
- S_Spawn_Req : Api
- C_Spawn_Res : Api
- S_Chat_Req : Chat Api
- C_Chat_Res : Chat BroadCast Api
- S_Move_Req : 가 Api
- C_Move_Res : Api

#7 - 2024-06-03 00:24 - hugo

- () 70 80()

Prob NPC 가
Api 가

#8 - 2024-06-10 00:10 - hugo

- () 80 90()

가
Visual 가 가

Server Req Res

#9 - 2024-06-10 08:51 - hugo

- () ()
- () hugo Hannah.H ()
- () 90 100()

Api