

- **OldMan**
 - 0000 00 00
 - 00 0000 00
 - 0000 0 0000 0000 00 00 00
 - 00 00 00
- **Rabbit**
 - 0000 0000 00
 - 00 0 00 00 00 00 00 00
 - 0000 00 300 00 00 0000
- **Egg**
 - 00 00
 - 0000 00 00 0000 0000 00 0000 00, 0000 00.
 - 0000 00 00 0000 000000 00.

- 00
 - 0000 00 00
 - UI00 (lv4)
 - 00 0000
 - 00 0000 00
 - 0000 000000 00 0000 (lv3)
- 0000 00
 - 100
 - OldMan's 0000 0000 00
 - 00, 0000 00 0000 (00 00) 00
 - 200
 - 0000 00
 - 0000 0000 0000 0000, 0000
 - 0000 000000 00 0000
 - 300
 - UI00
 - 00 00 0000 00 00 00
 - 00 0000 00 000000 0000 00
 - 400
 - 0000 00
- 0000 00 00
 - Stat
 - Dex: 0000 00, 00 00
 - Luck: 00 00
 - Dmg: 0000
 - DMG_Weight: 00 00
 - max_hp: 0000
 - current_hp: 00 00, max_hp 00 00 00
 - 00
 - 00 dmg = $dmg/2 * (dmg_weight + 0000 \text{ } dmg_weight)$
 - 00 0000 : 00 50% + dex% + luck%
 - 0000 : 00 50% + dex% + luck%
 - 00 00 00 00 00
 - 00 00 00 or 00 : 00 50% + luck%, 100% - (00 50% + luck%)
 - 0000, 00 0 00 00 00
 - 0000, 0 00 0 00(0000 0000) : 50%, 50%
 - Player
 - max_hp
 - current_hp
 - dmg
 - dmg_weight
 - dex
 - luck
 - Inven = []
 - Monster
 - name

- name
- max_hp
- current_hp
- dmg
- dmg_weight
- dex
- tier(00)00 00
- Potion
 - name
 - Effect
 - 0000 00 tier(00)00 00
- Equipment
 - name
 - dex
 - dmg_weight
 - 000 00 tier(00)0 00
 - 000 0 000 00 00
- Game_weight.json
 - monster_tier_weight = [50, 30, 20]
 - Potion_tier_weight = [50, 30, 20]
 - Equipment_tier_weight = [50, 30, 20]
 - (Stage00 003 +0.25%, 00 1 -0.25%, 00 20 00 00)
- 00 0000
 - 000 0 0 00 000 00
 - 00 00 0, 000(00), 00 0000 000 00
 - 000 00 000 00 000 000 0000 000 00
 - 00 000 00 '00 00 00 00 00'0 00
- LevelUp 000
 - max_hp = 10
 - dmg = +0.5
 - 50000 00 00
- 00 0000
 - 000 00 (00 300 00)
 - 000 00
 - 0000 00
 - 000 0000 hp0 000 0 000 00
 - 0000 000 0000 000 000 00
 - 00 000 00000 00 00 (000 0000 00)
 - 00 000 (luck * 5)% 000 00 00
- 00 00 0000
 - luck = 0.5, dex = 1 00 00
- 00 0000
 - Max_hp0 00 0 00
 - 0000
- 000 00
 - Script 00 = Return
 - 00 = 1,2,3

00 00

☒ 70 160 000 00 00 000 00

- Rabbit
 - ☒ 00 00 0 00 00 00 000 0000
- - OldMan, Egg
 - ☒ 000 000 0000 000 00 0000 0000

00 00

- 000 000 000 00 Egg 000 0000 00
- 000 00 00

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10th September 2023
2023.07.12

11th September 2023
2023.07.19

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