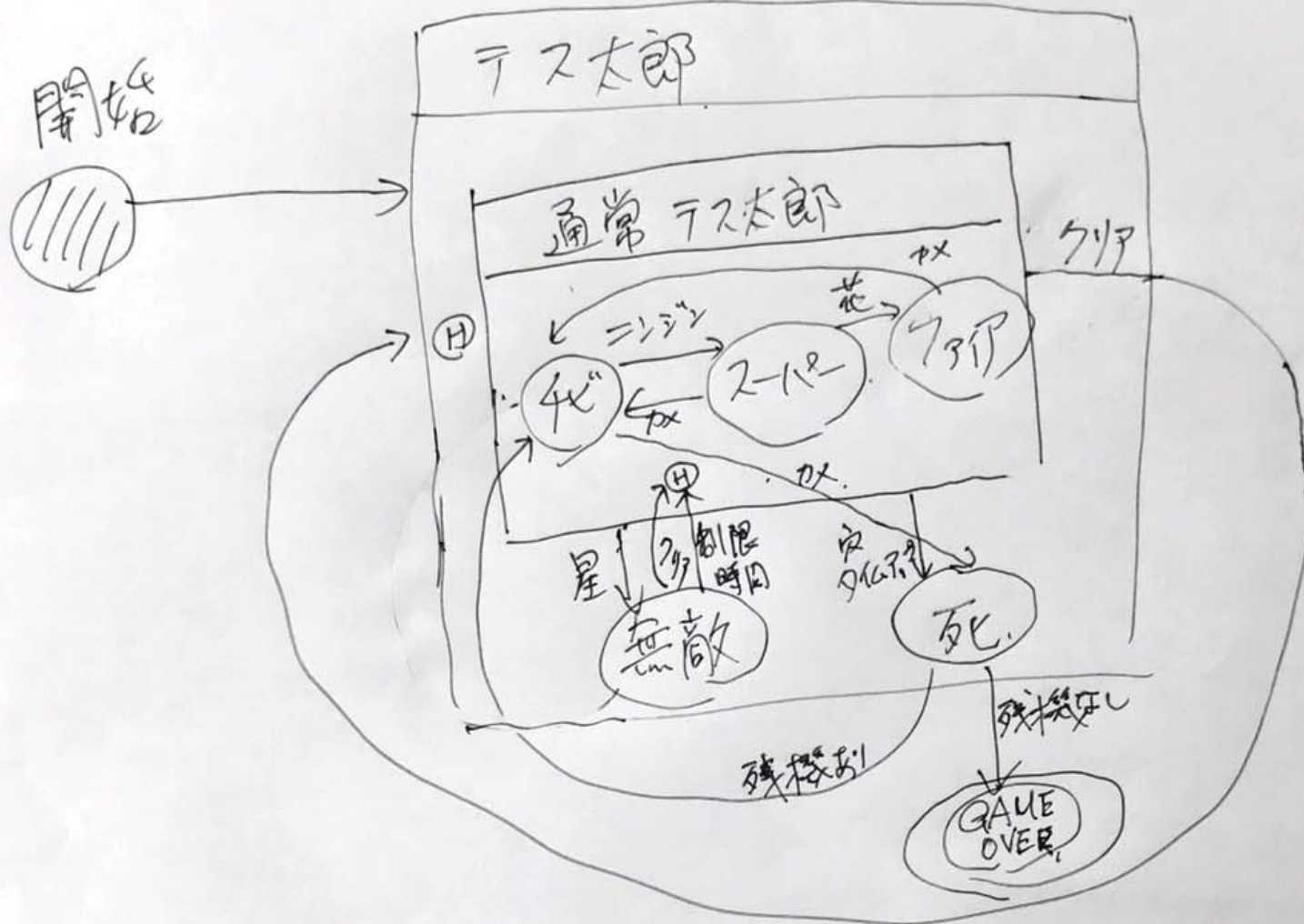


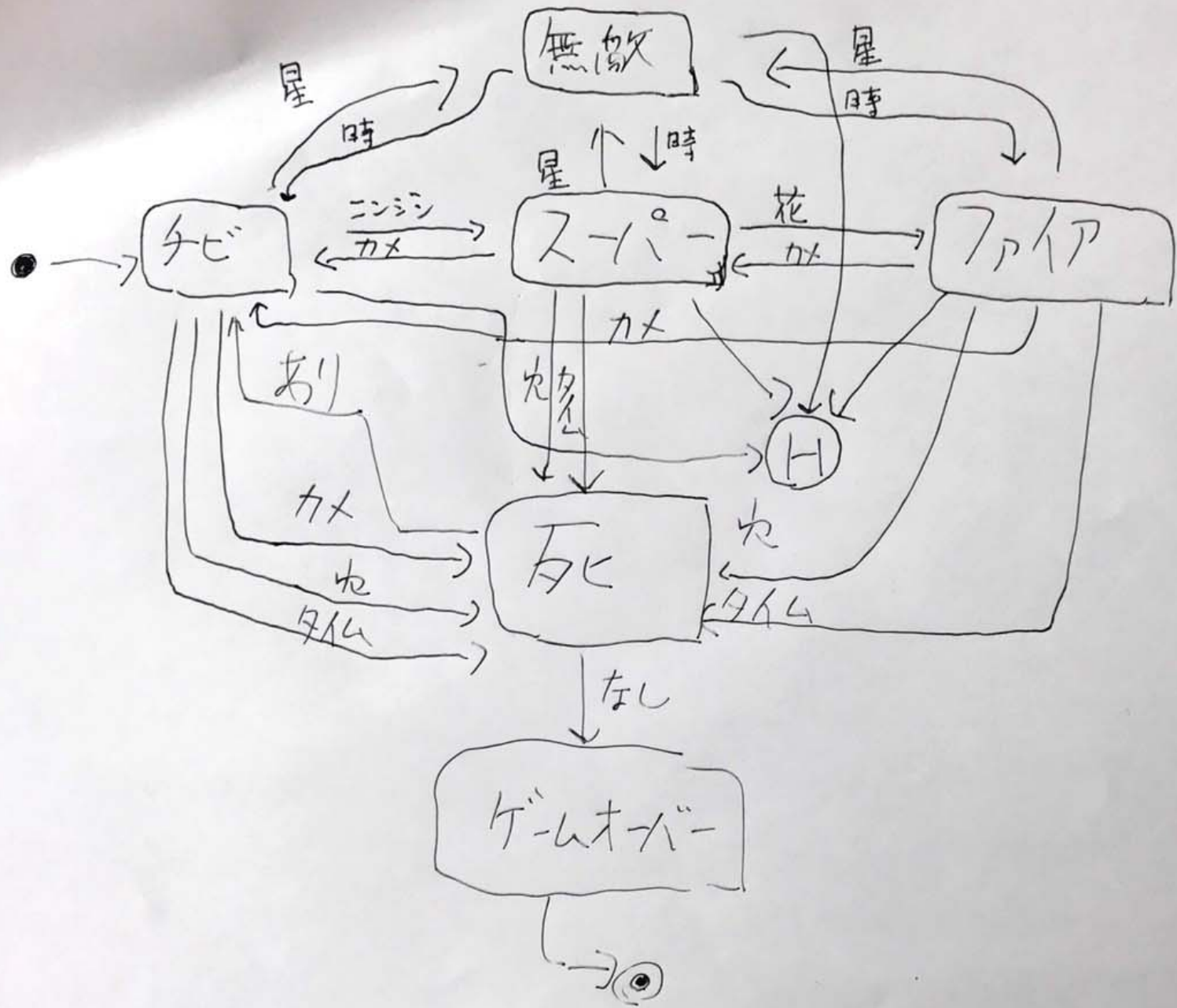
	①	②	③	④	⑤	⑥	⑦
	→③	→④	N/A	N/A	N/A	N/A	N/A
	N/A	N/A	→⑤	→⑥	N/A	N/A	N/A
	→②	N/A	→④	N/A	→⑥	N/A	N/A
	→⑦	→②	→①	→④	→①	→⑥	N/A
	→⑦	→⑦	→⑦	→⑦	→⑦	→⑦	N/A
	→⑦	→⑦	→⑦	→⑦	→⑦	→⑦	N/A
TV	N/A	→①	N/A	→③	N/A	→⑤	N/A

残機あり → GameOver

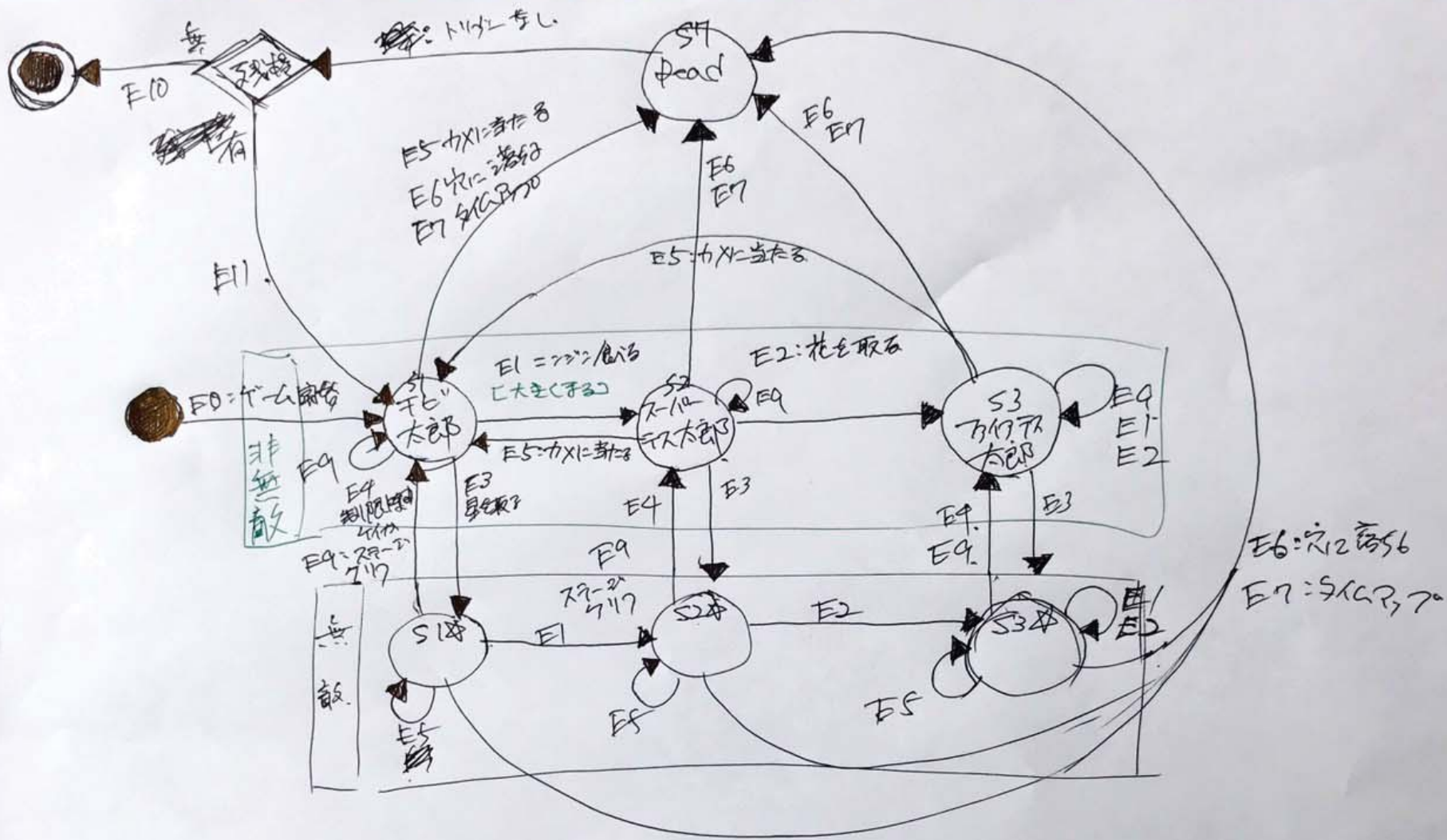
残機なし → ①

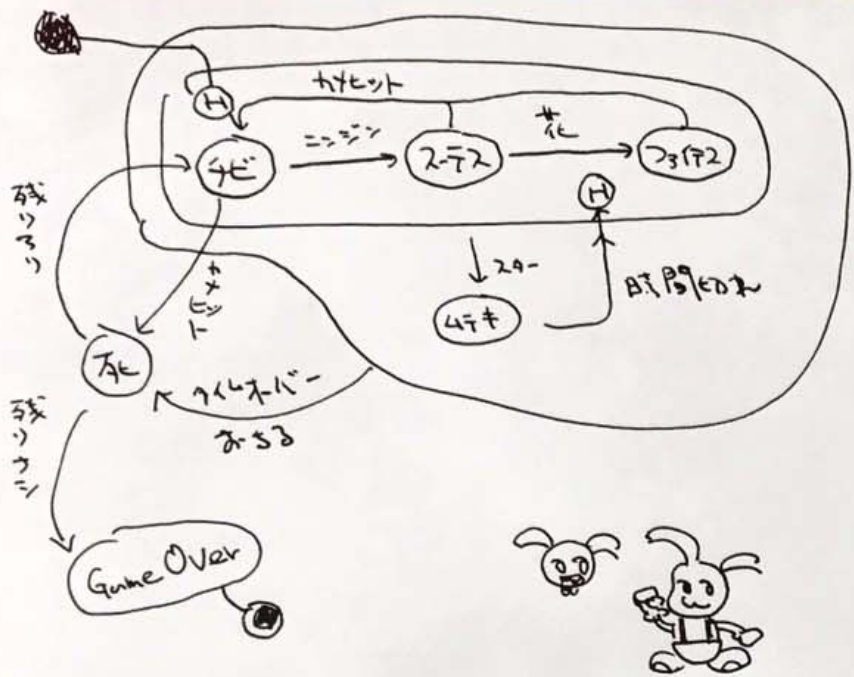
テスト太郎の^{状態}遷移図(ゲームの^{状態}遷移ではない)



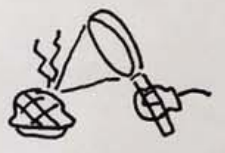
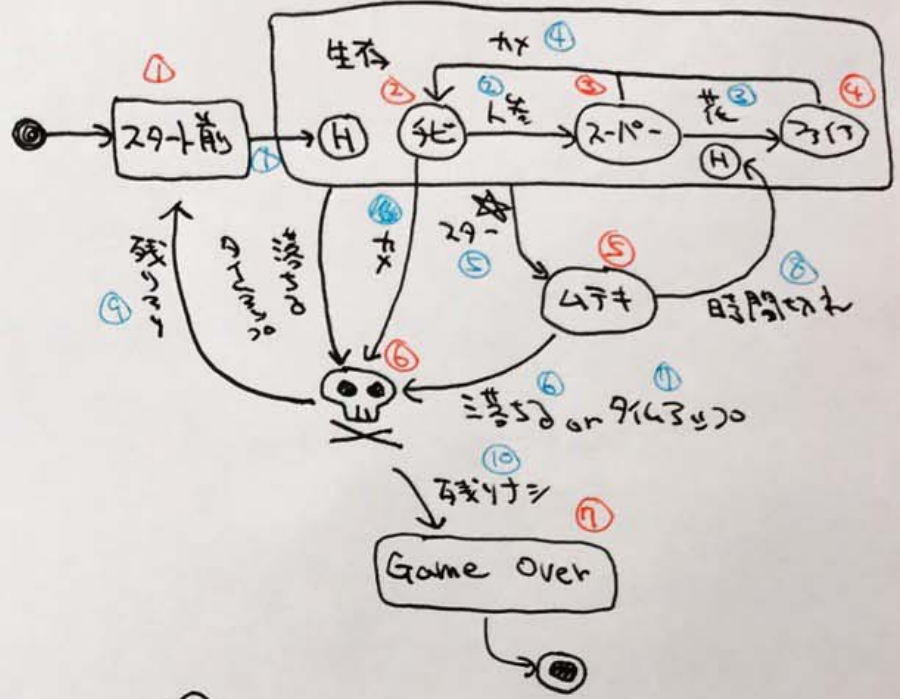


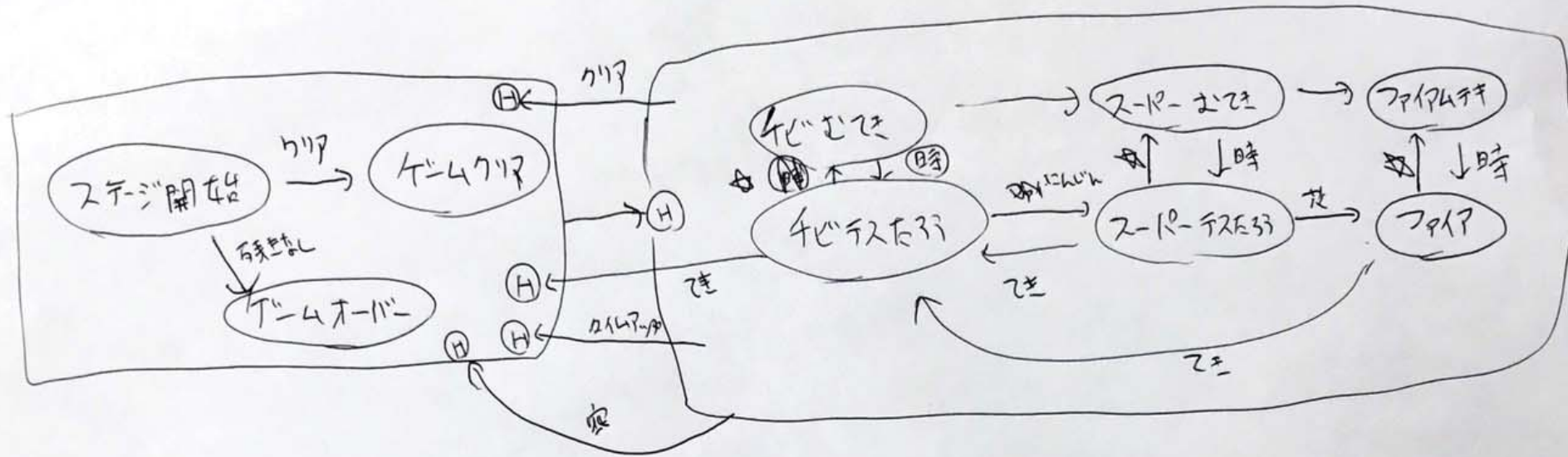
Ⓜ
ただし終了をはなれる





	1	2	3	4	5	6	7	8	9	10
1	(H)									
2		(3)		(6)	(6)	(6)	(6)			
3			(4)	(2)	(5)	(6)	(6)			
4				(2)	(6)	(6)	(6)			
5						(6)	(6)	(H)		
6									(1)	(7)
7										

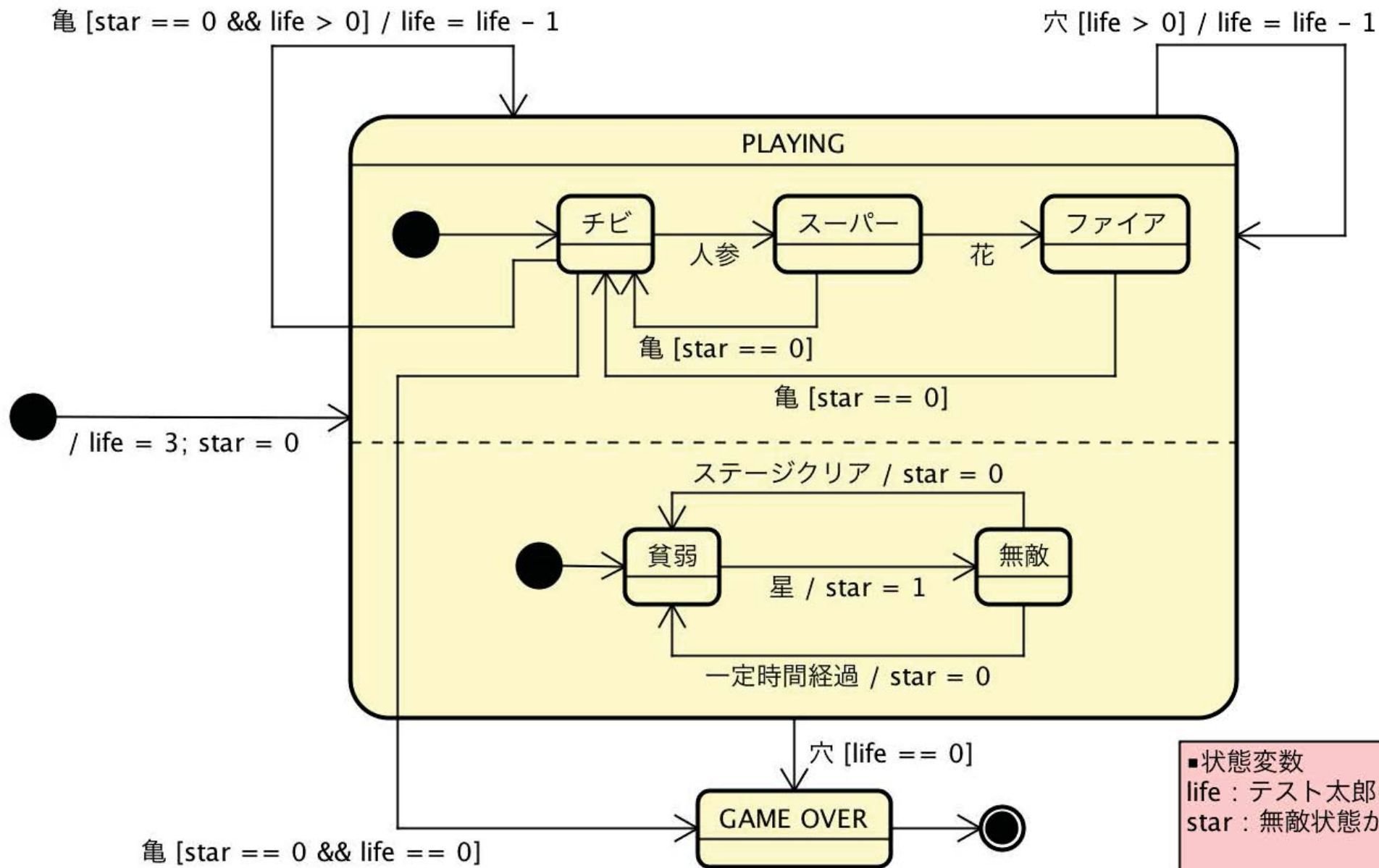




状態
ゲームのクリア

生
状態

死
状態



■状態変数
life : テスト太郎の残機
star : 無敵状態かどうか