

ギルド名
13班(仮)

—ギルドマスター—
イナワ・カゲツ

レベル	2	成長点	16	次レベル	6/20
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As a result, the first step in the process of creating a new model is to identify the variables that are likely to influence the outcome. This can be done through a variety of methods, such as reviewing existing literature, consulting with experts in the field, or conducting surveys and interviews with potential users. Once the variables have been identified, they can be used to develop a conceptual model of the system. This model can then be refined through iterative testing and validation, until it accurately represents the real-world system.