1:<https://www.lynda.com/Games-tutorials/Resize-textures-fill-screen/494386/530479-4.html?srchtrk=index%3a3%0alinktypeid%3a2%0aq%3aunity+2d%0apage%3a1%0as%3arelevance%0asa%3atrue%0aproducttypeid%3a2>

2: <http://forum.china.unity3d.com/forum.php?mod=viewthread&tid=19946&highlight=Unity%2BTraining%2BDay%EF%BD%9C%E5%88%B6%E4%BD%9C%E4%B8%80%E6%AC%BE2D%E5%B0%84%E5%87%BB%E6%B8%B8%E6%88%8F>

3: <https://channel9.msdn.com/coding4fun/blog/Build-a-2D-Top-Down-Game--Zero-to-Published>

4: <https://channel9.msdn.com/coding4fun/blog/Build-a-2D-Top-Down-Game--Zero-to-Published>

5:

<https://unity3d.com/learn/tutorials/topics/2d-game-creation/top-down-2d-game-basics>

char\_data：1.制作流程如何制作合理模型（球状）

2.move设定和按钮

3.灯光反方向的时候设计几个面

4.武器配置（频率，程度，弹量）

5.后坐力

6.血量

7.碰撞

预先设计还是设计完成在修改？