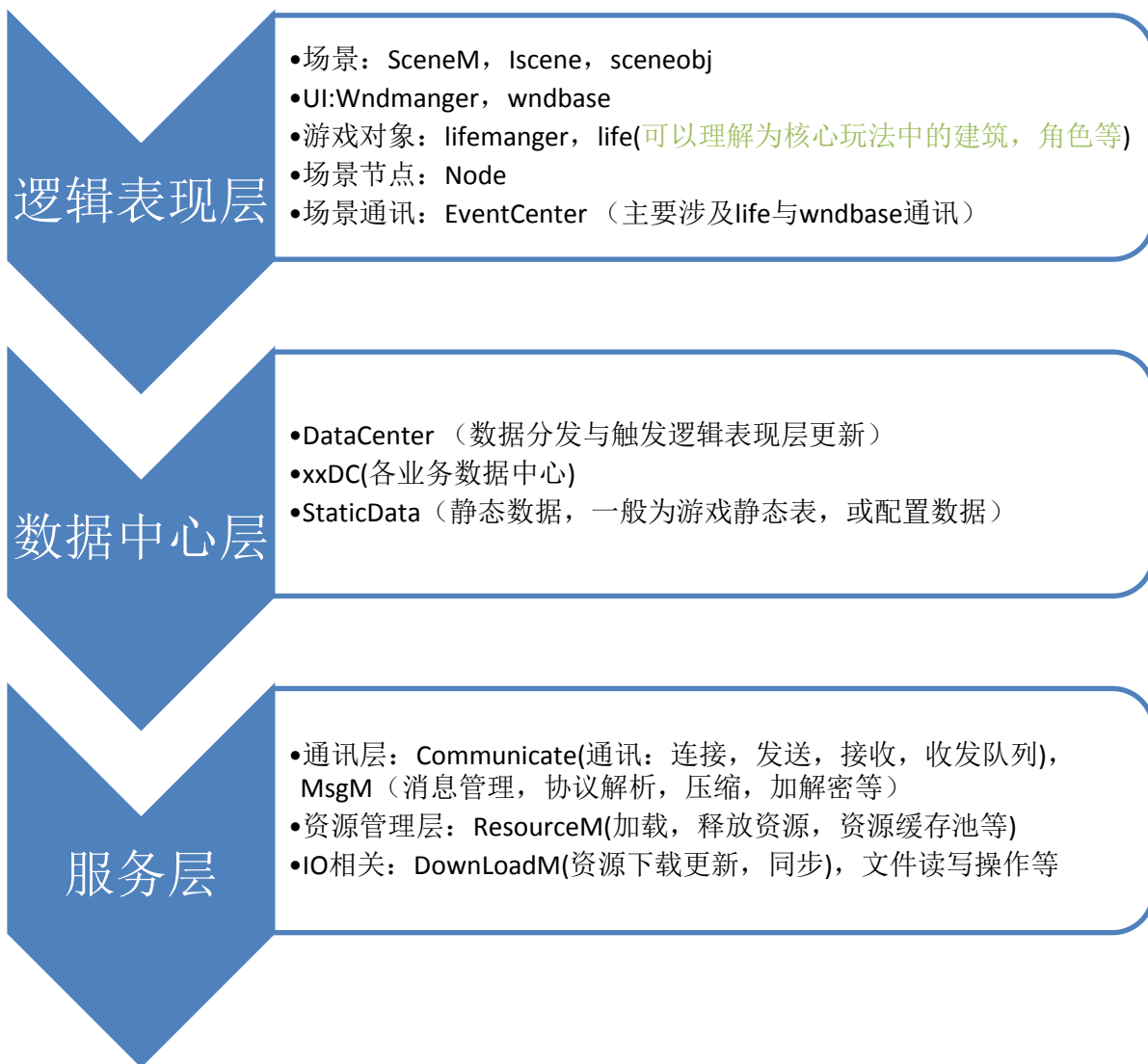


Col3 手游框架设计

IGG RD3 朱竹林

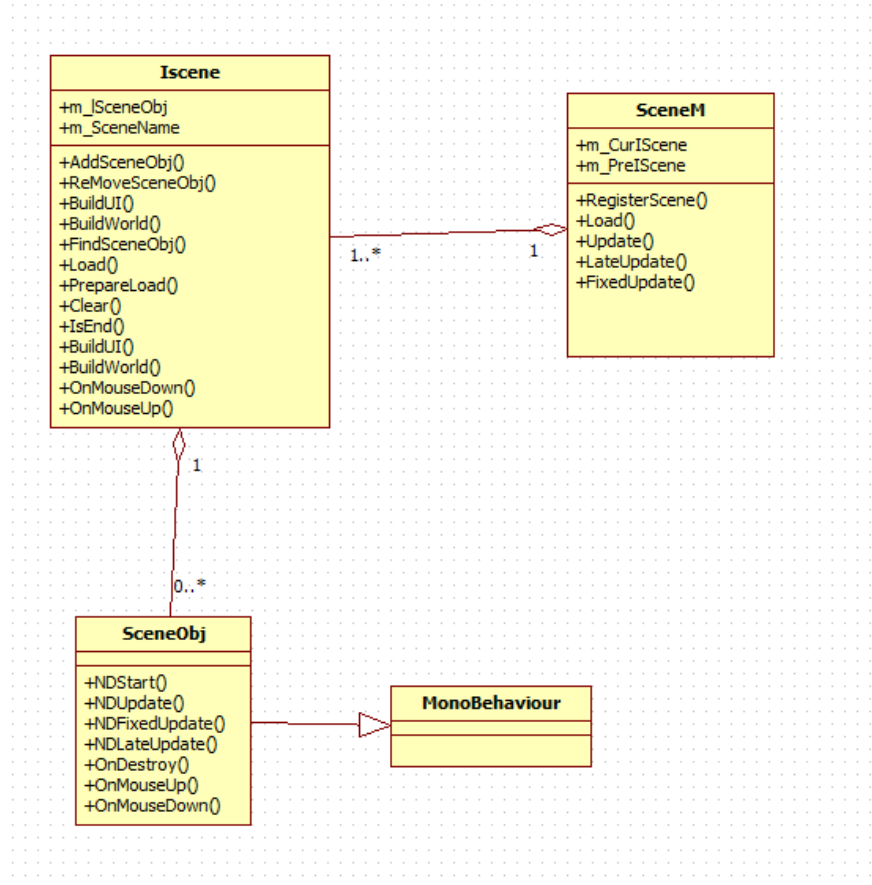
一.整体框架



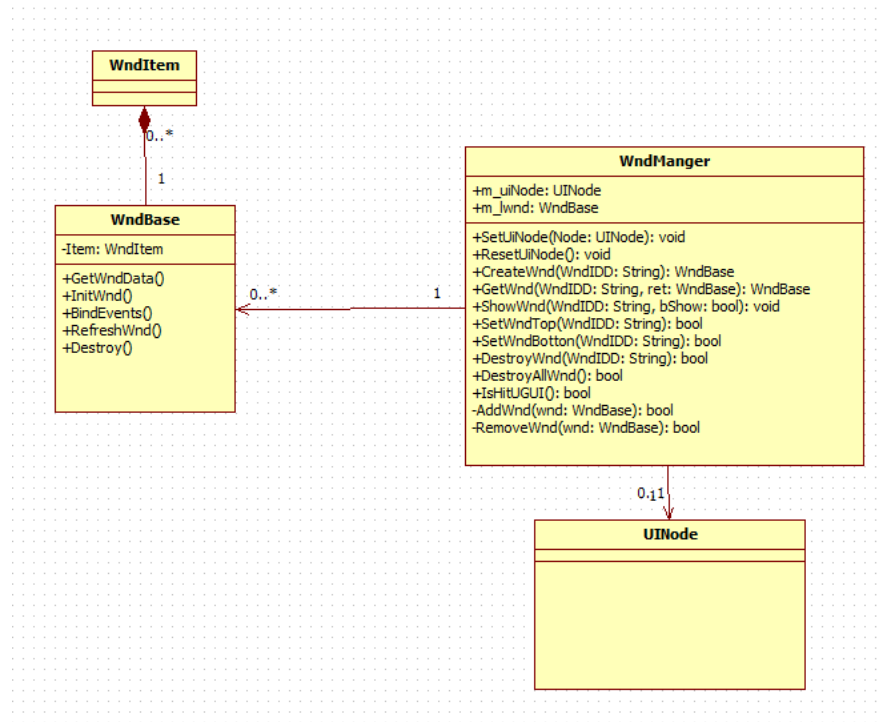
二.主要类图:

1.逻辑表现层:

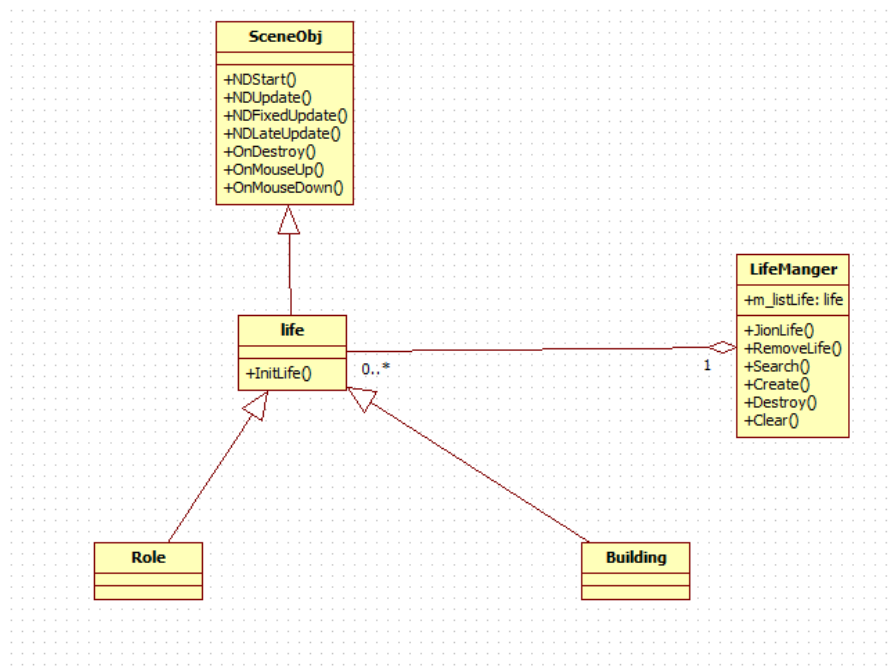
A.场景:



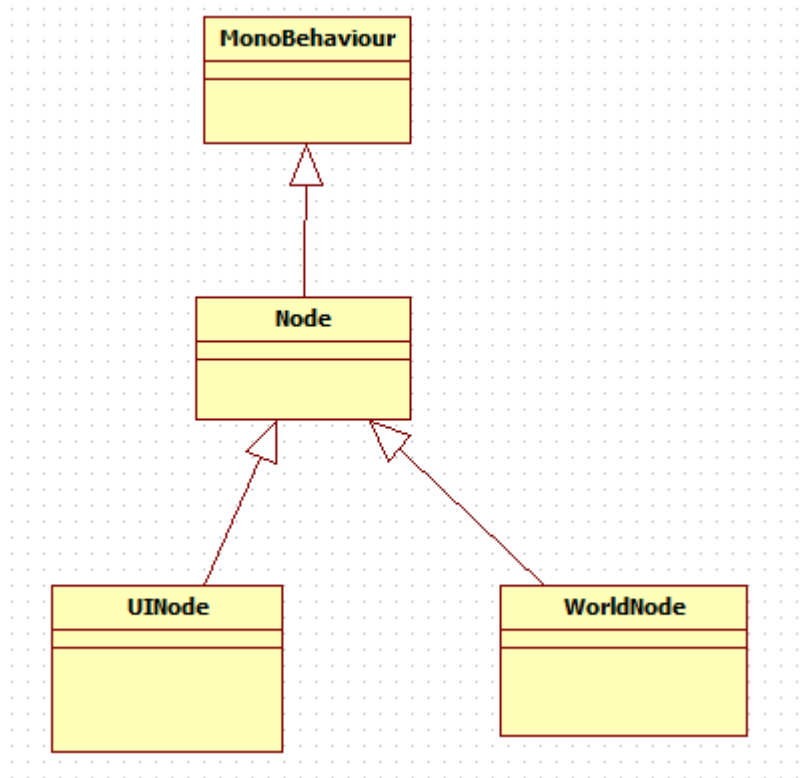
B.UI 相关类图:



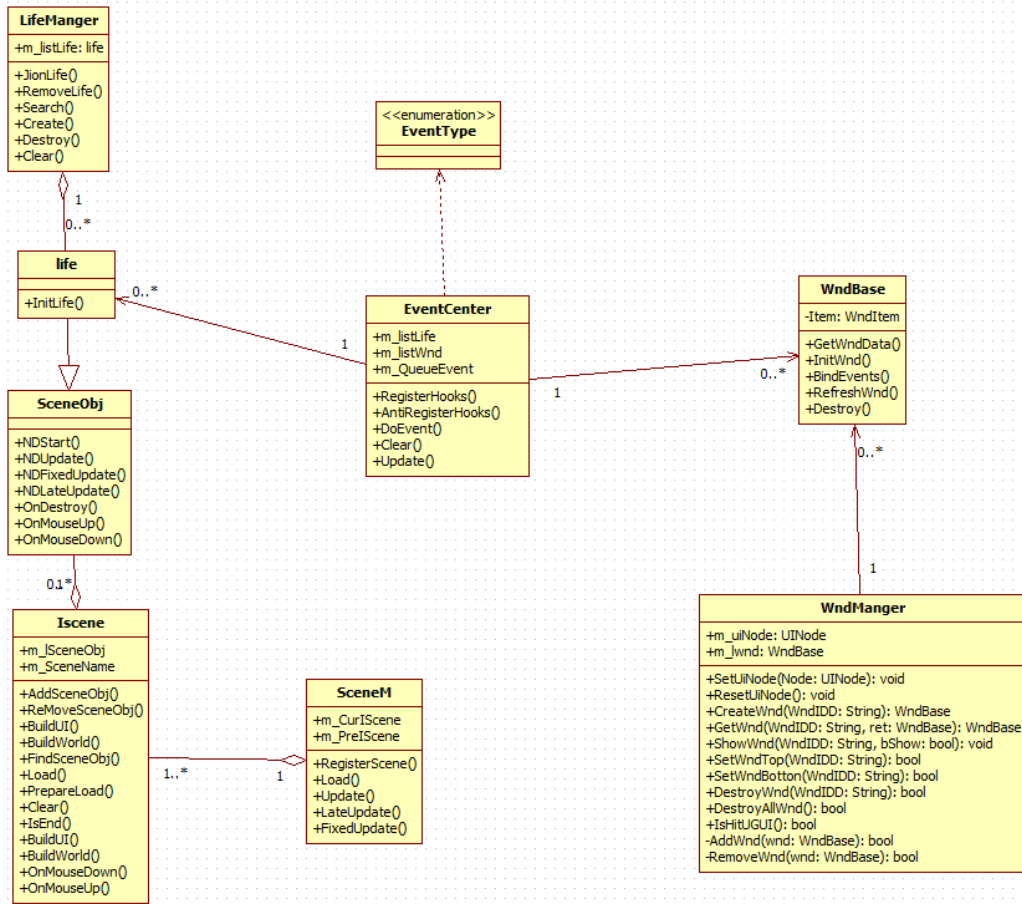
C.游戏对象类图:



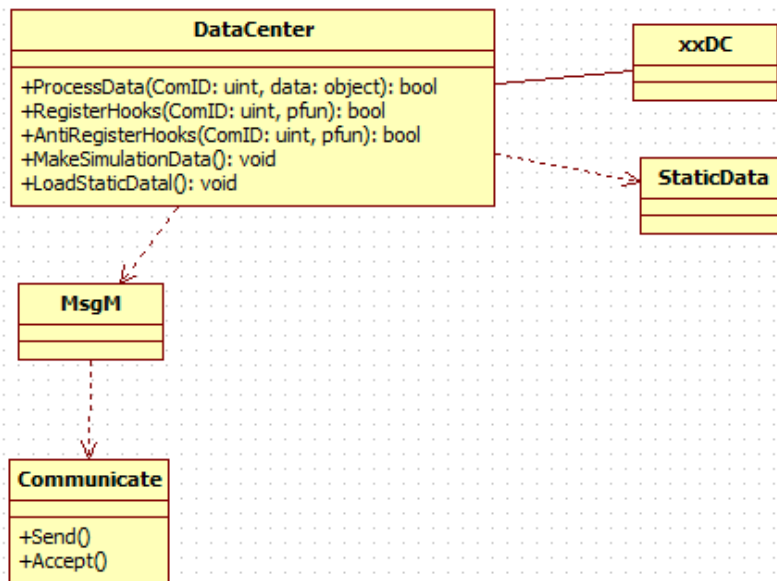
D.场景节点类图:



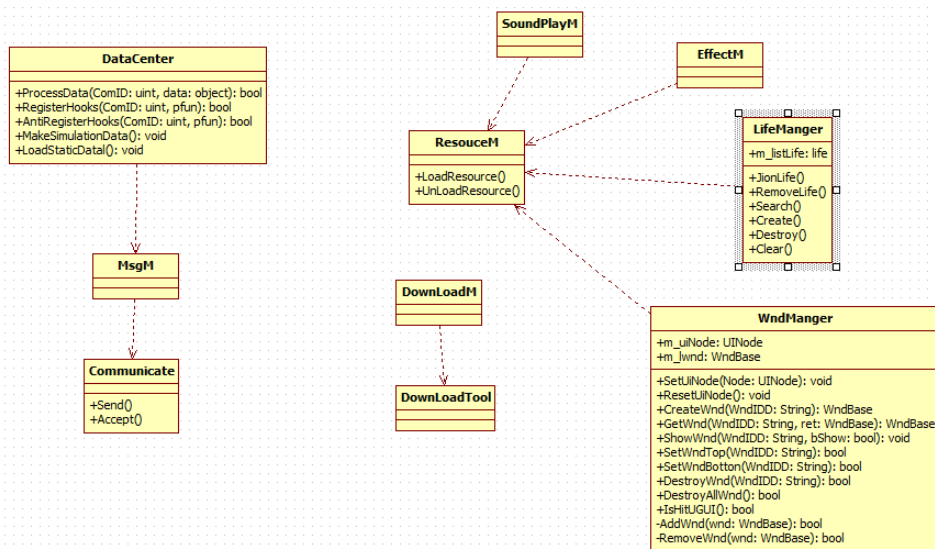
E.场景对象通讯类图:



2. 数据中心层:

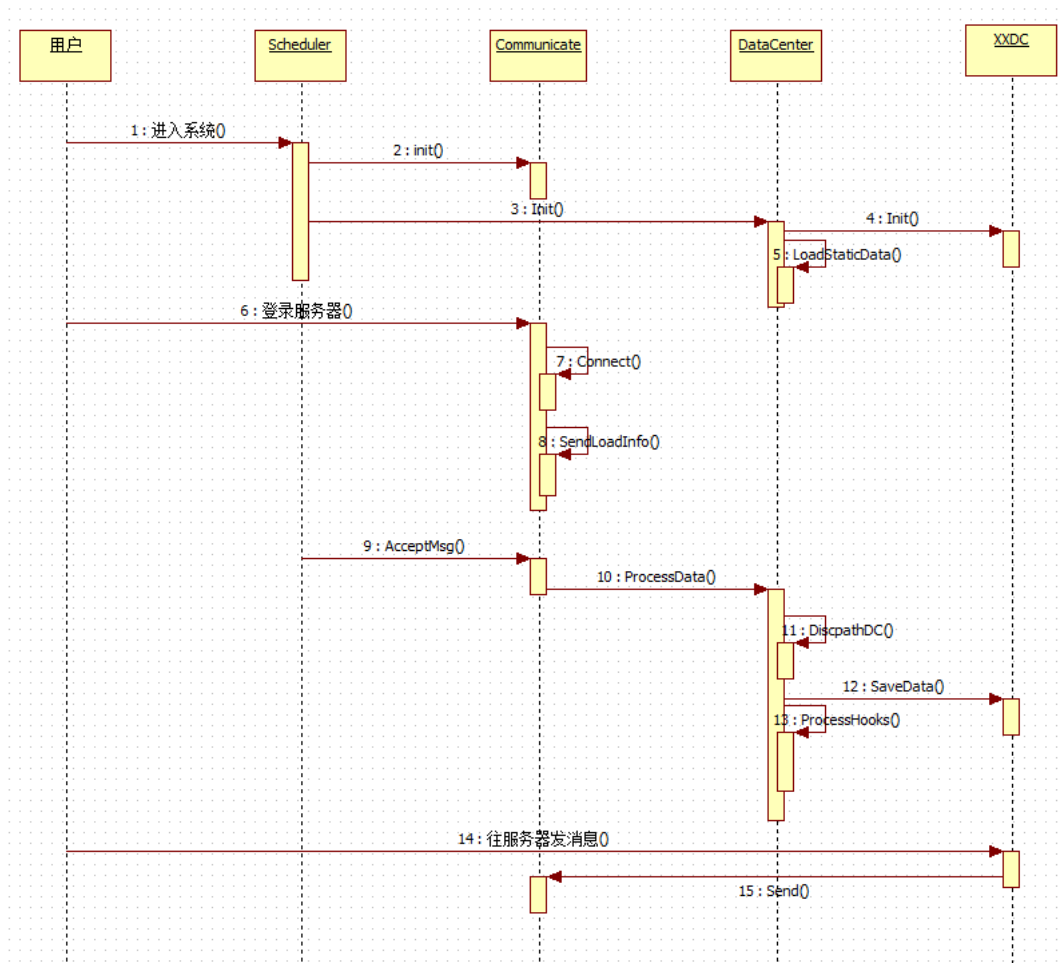


3.服务层相关类图:

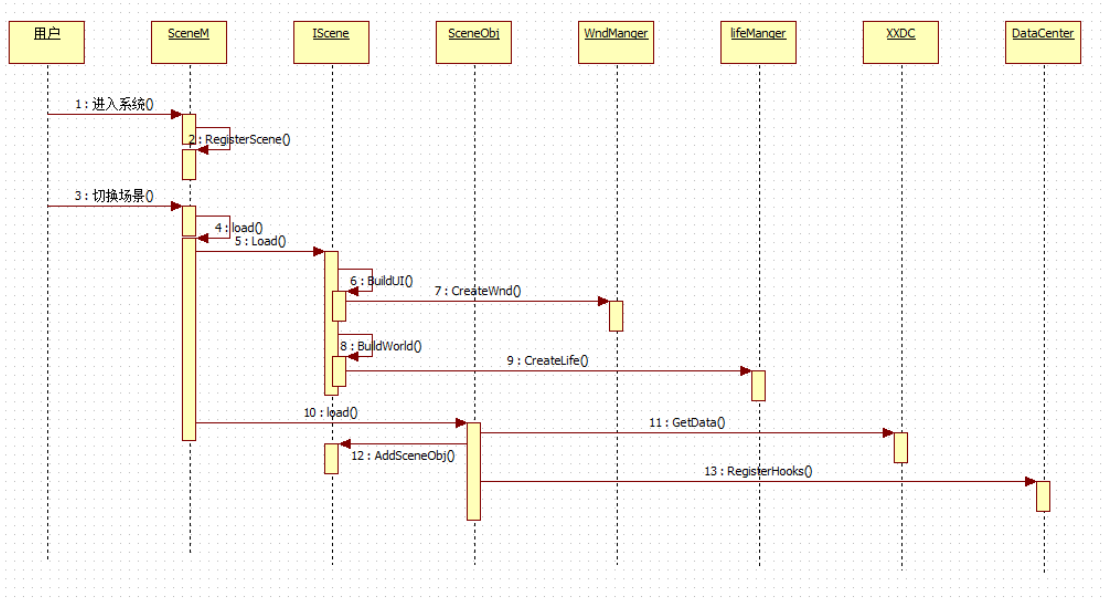


三.主要时序图。

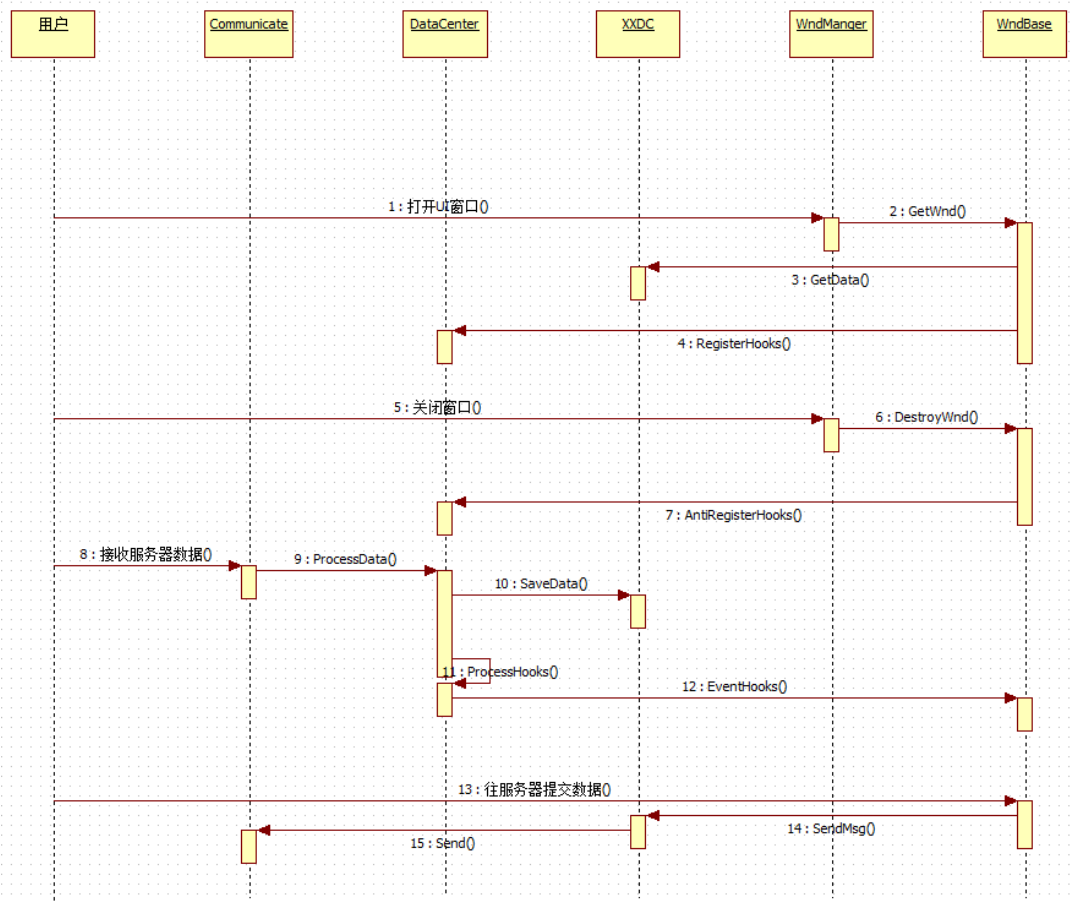
1.通信数据分发时序图



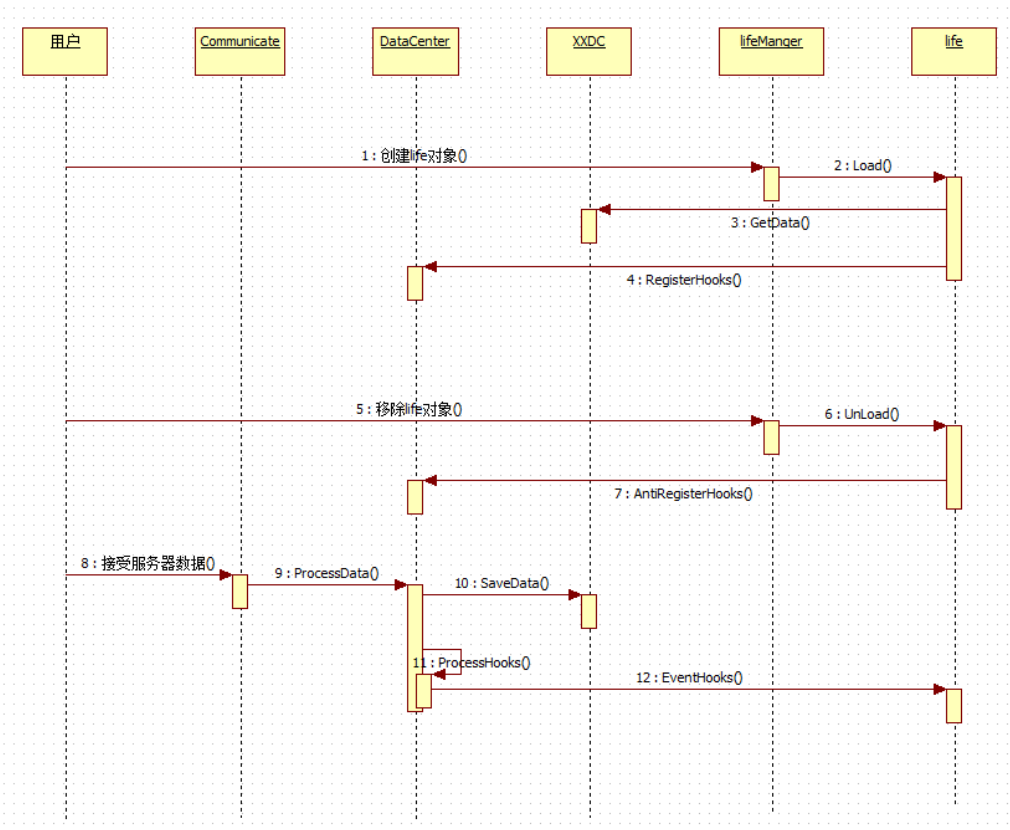
2.场景相关时序图:



3.UI 相关时序图:



4.游戏对象相关时序图:



5.对象交互时序图:

