# Col3 手游框架设计

IGG RD3 朱竹林

# 一.整体框架

- •场景: SceneM, Iscene, sceneobj
- •UI:Wndmanger, wndbase
- •游戏对象: lifemanger, life(可以理解为核心玩法中的建筑, 角色等)
- ●场景节点: Node
- •场景通讯: EventCenter (主要涉及life与wndbase通讯)

# 数据中心层

逻辑表现层

- •DataCenter (数据分发与触发逻辑表现层更新)
- •xxDC(各业务数据中心)
- •StaticData (静态数据,一般为游戏静态表,或配置数据)

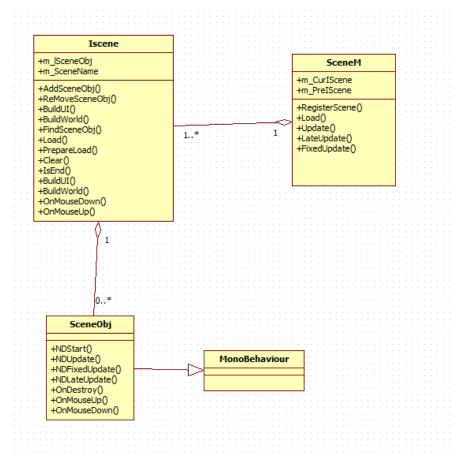
# 服务层

- •通讯层: Communicate(通讯: 连接,发送,接收,收发队列), MsgM (消息管理,协议解析,压缩,加解密等)
- •资源管理层: ResourceM(加载,释放资源,资源缓存池等)
- •IO相关: DownLoadM(资源下载更新,同步),文件读写操作等

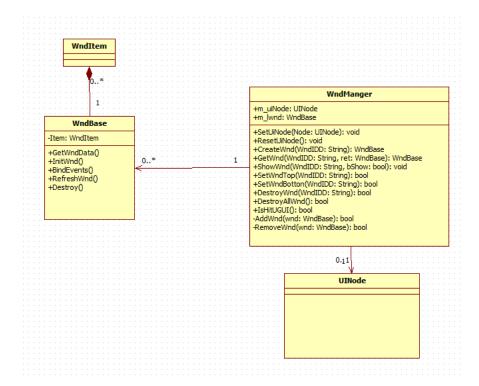
# 二.主要类图:

1.逻辑表现层:

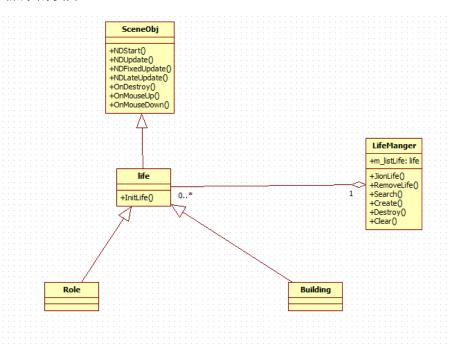
A.场景:



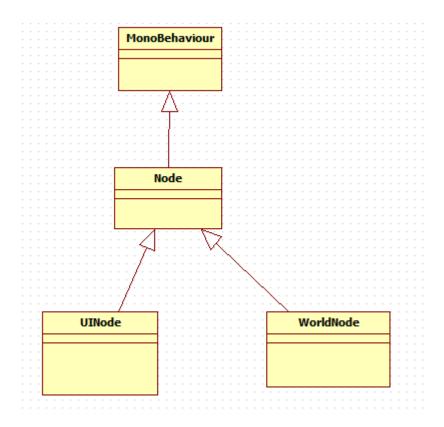
B.UI 相关类图:



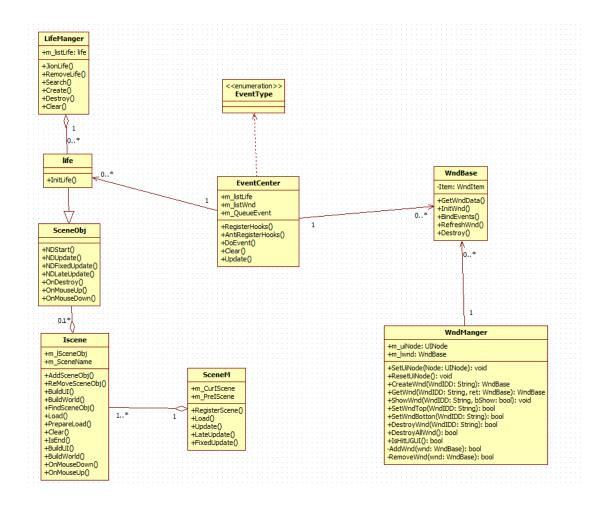
#### C.游戏对象类图:

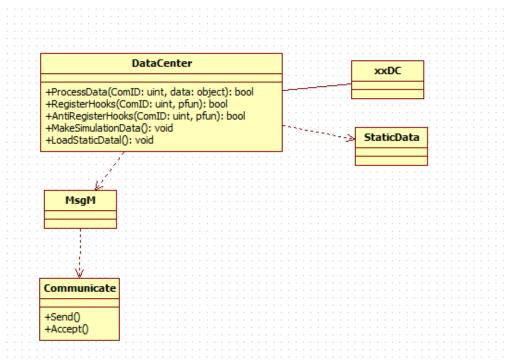


D.场景节点类图:

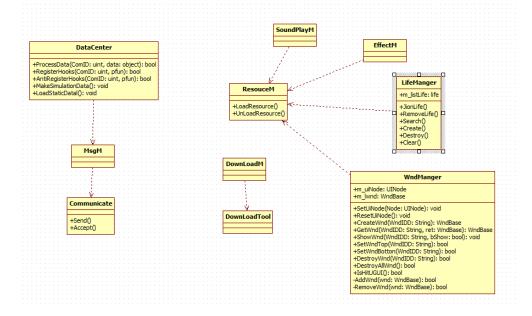


#### E.场景对象通讯类图:



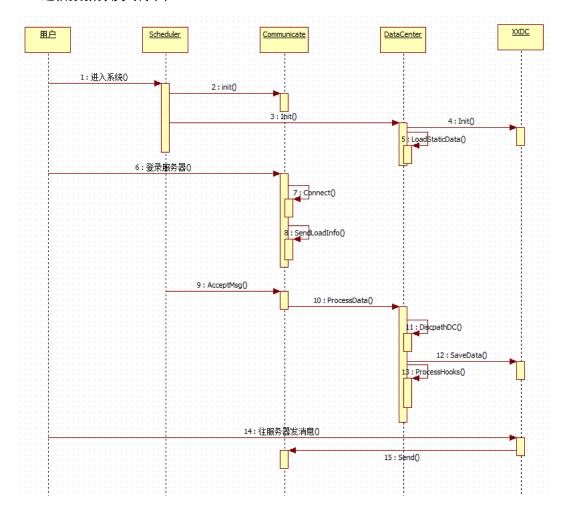


#### 3.服务层相关类图:

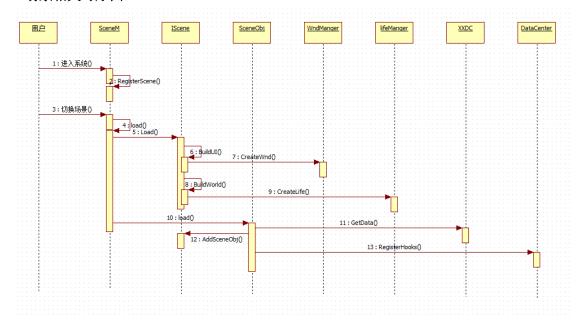


# 三.主要时序图。

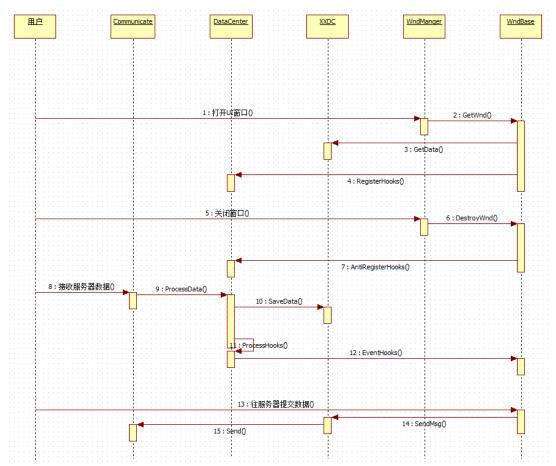
#### 1.通信数据分发时序图



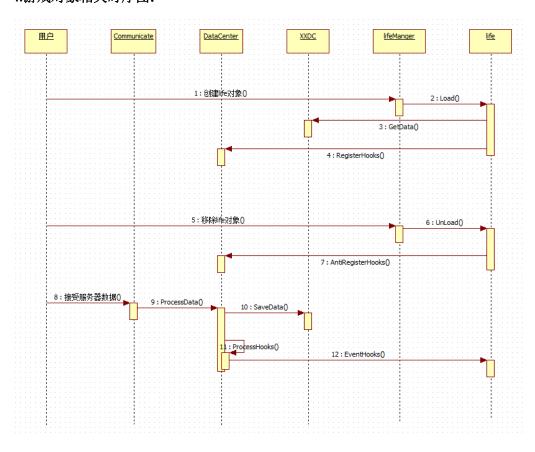
# 2.场景相关时序图:



#### 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:

