

Unity程式化資源讀檔及關卡生成1

# Unity程式化資源讀檔及關卡生成1

1. Input
2. Transform
3. Prefab
4. Resource.Load
5. GameObject.Instantiate

# PawnController01

## MoveState

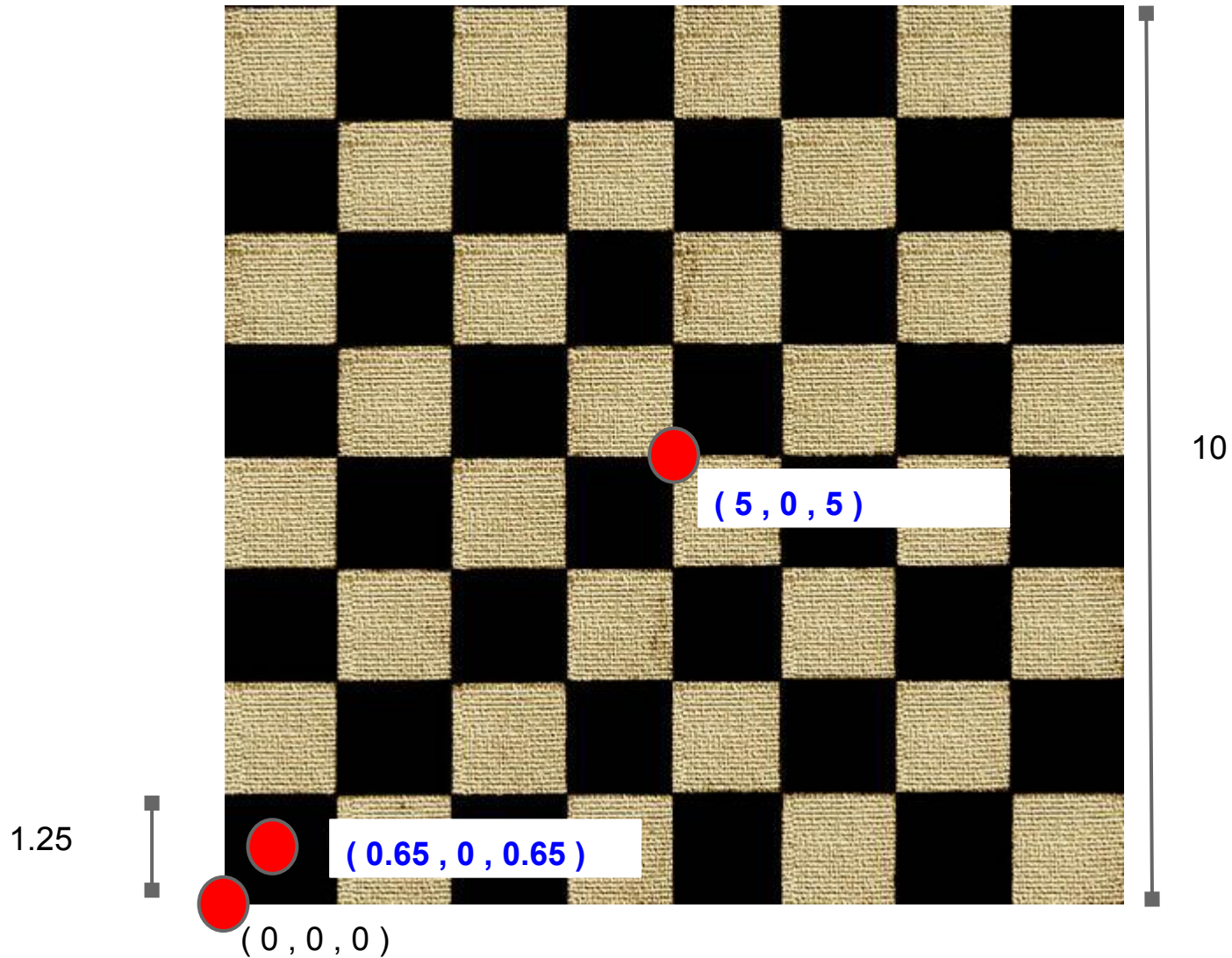
1. Steady
2. InMove

# PawnController01

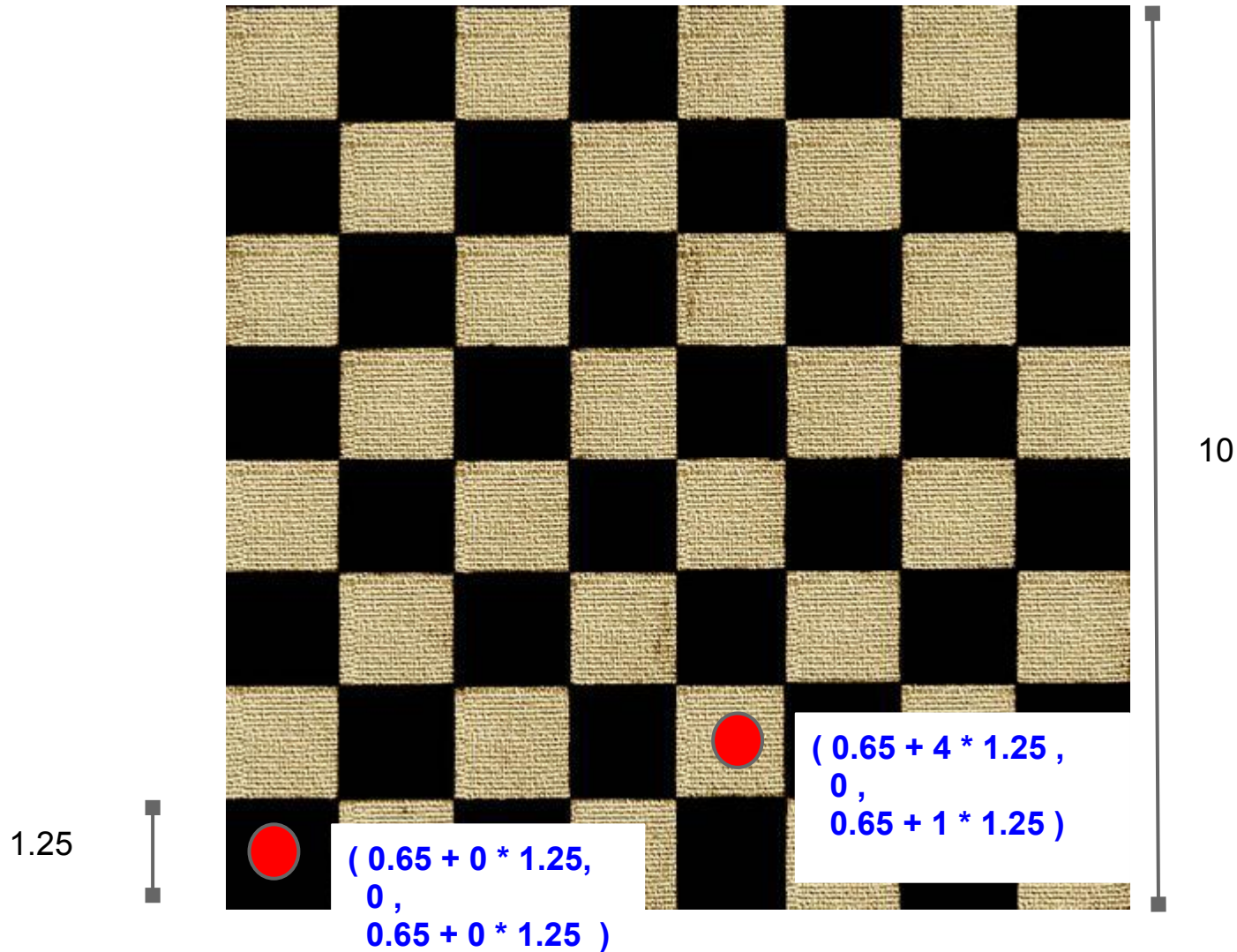
STATE



# Scene Layout



# Scene Layout



# Unity綜合實作1(控制,動態生成,移動)

# Unity綜合實作1(控制,動態生成,移動)

1. Scene
2. AllienUnit
3. MainCharacter
4. FireBullet



# Unity綜合實作1(控制,動態生成,移動)

1.5

1

