# 那个视频

UNITE -Unity项目架构设计与开发管理

https://v.qq.com/x/page/d016340mkcu.html

## 常见架构



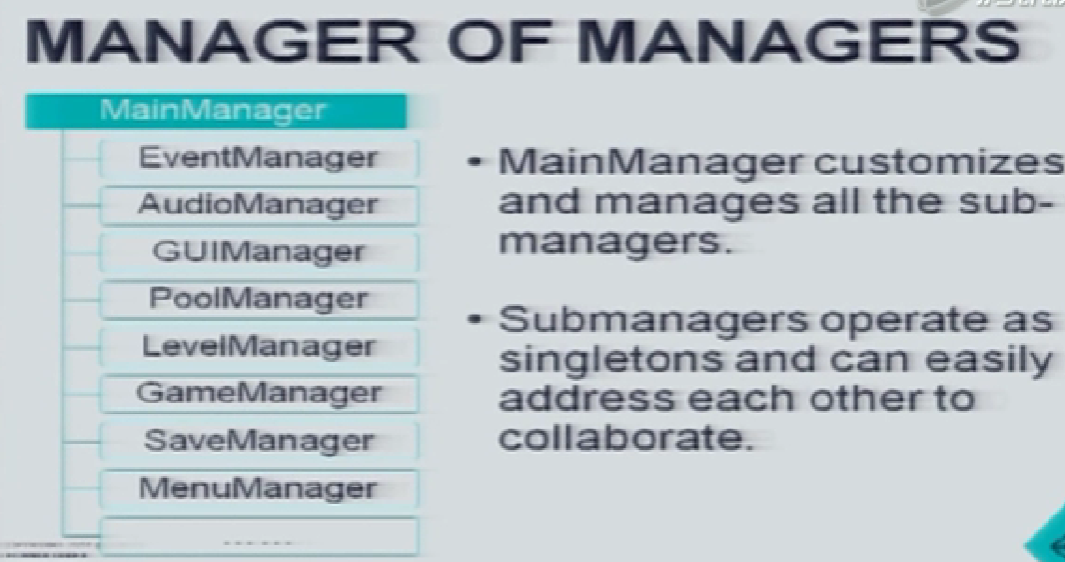
## 问题：定位

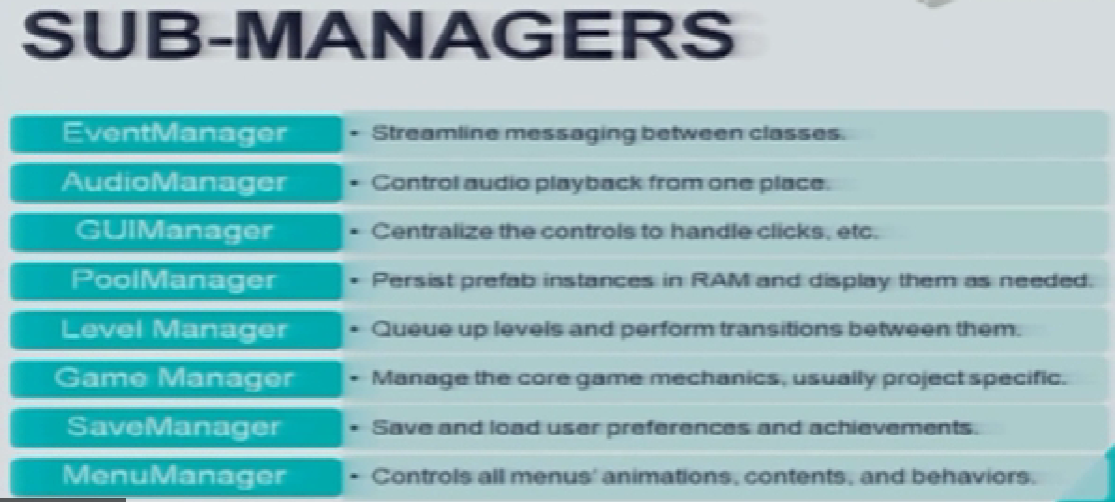
挂载

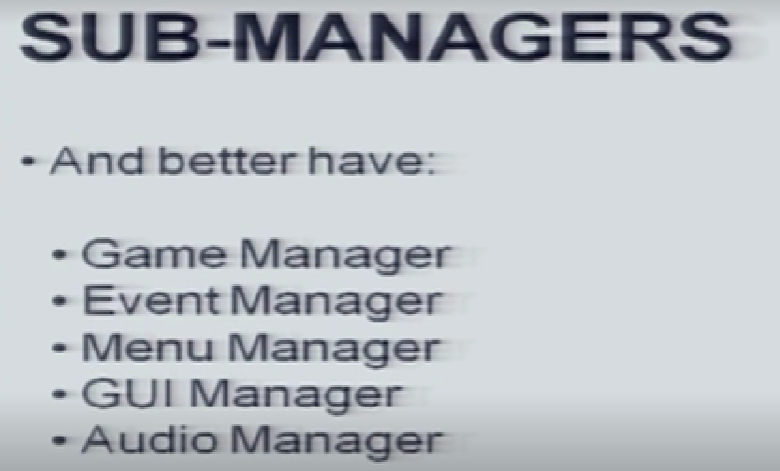
GameObject.Find

## 一个Mgr

## 多个Mgr

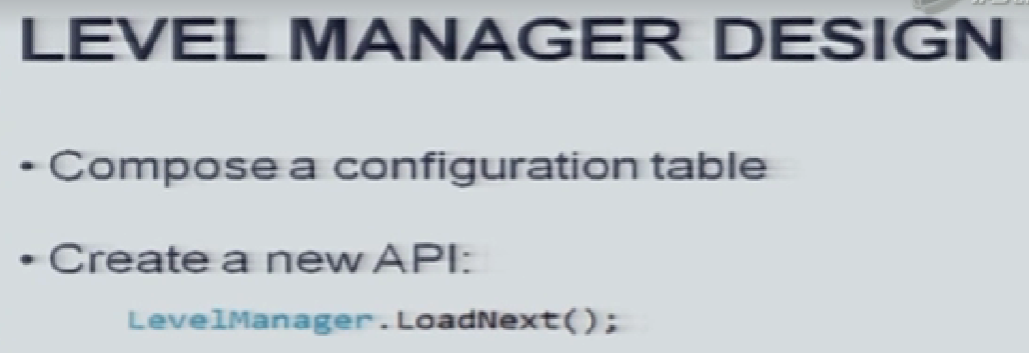


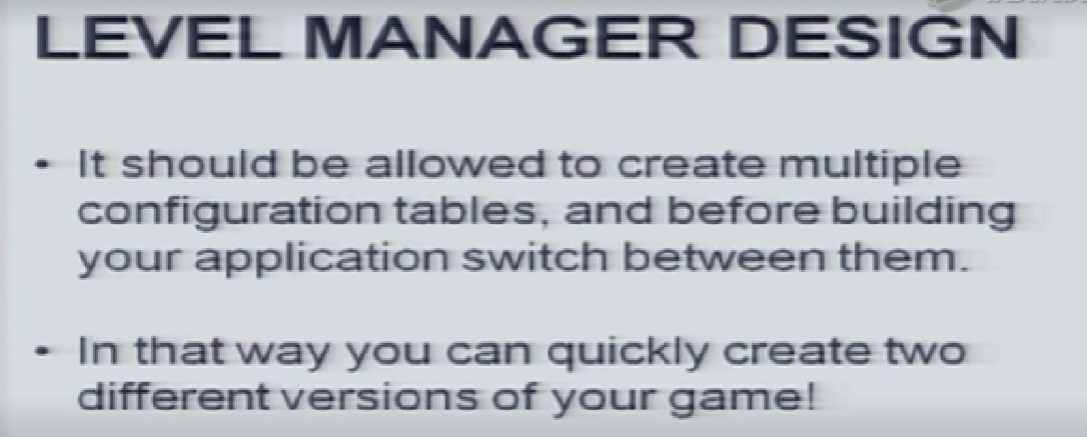




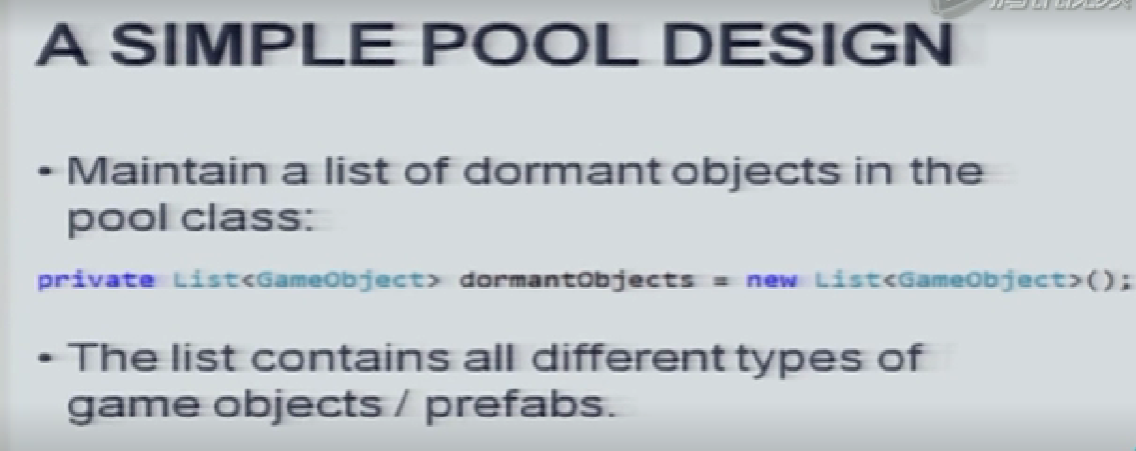
## -------------------------

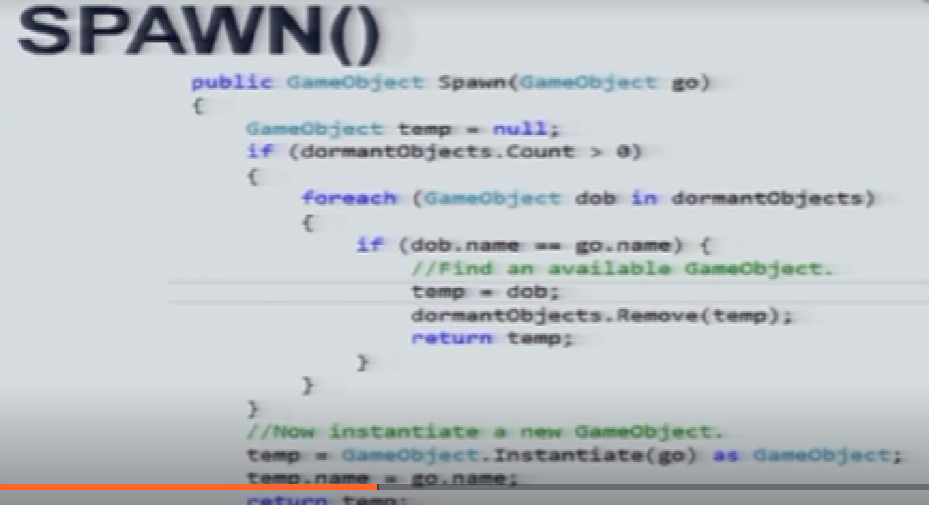
## LevelMgr + 配置表

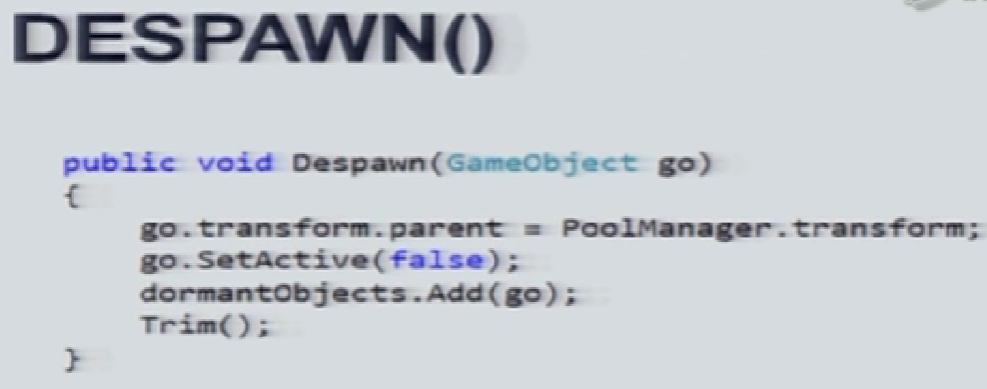


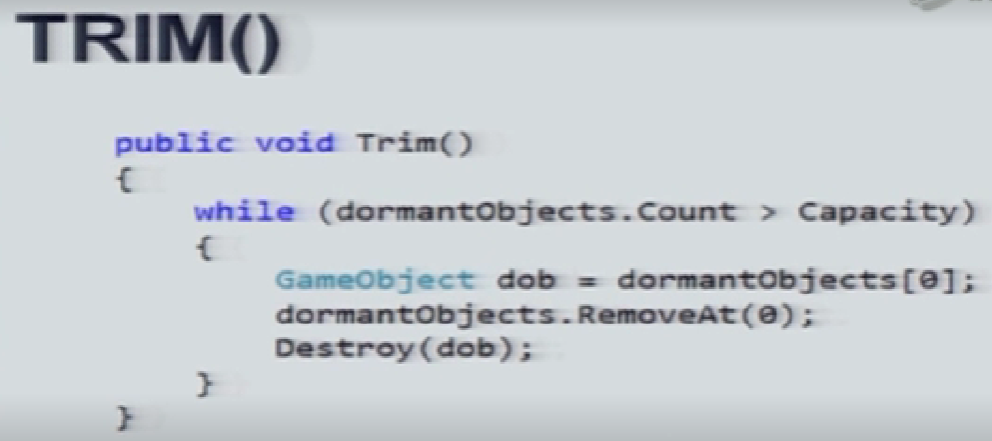


## PoolMgr+

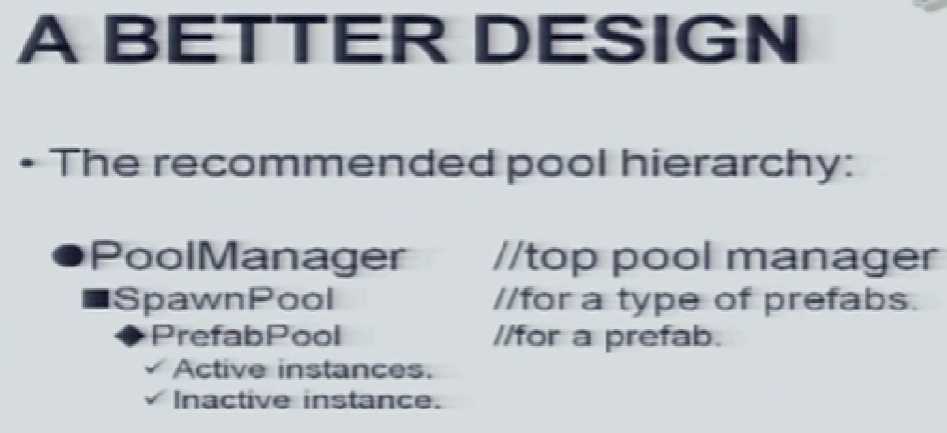


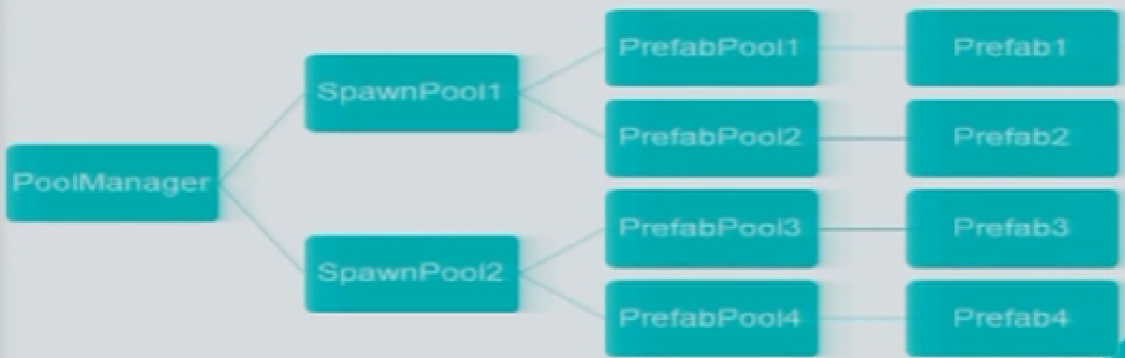






## PoolMgr + 更好的

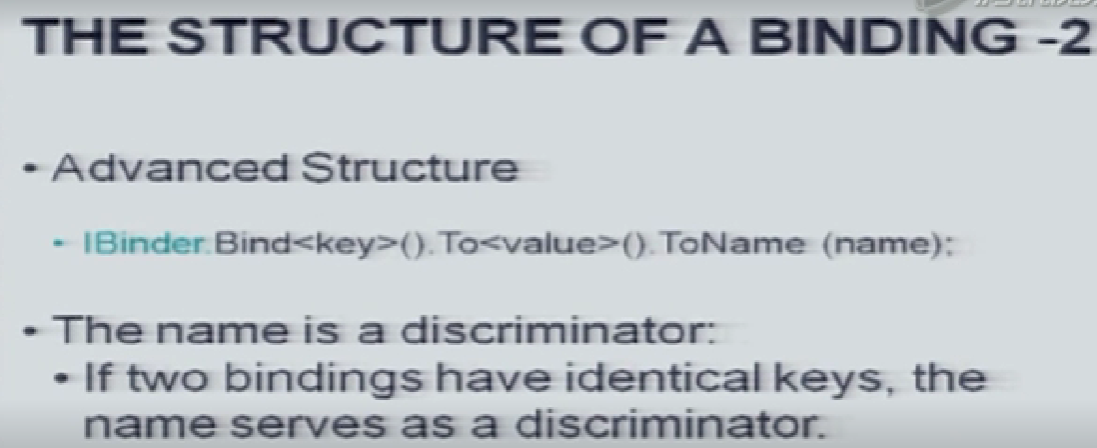


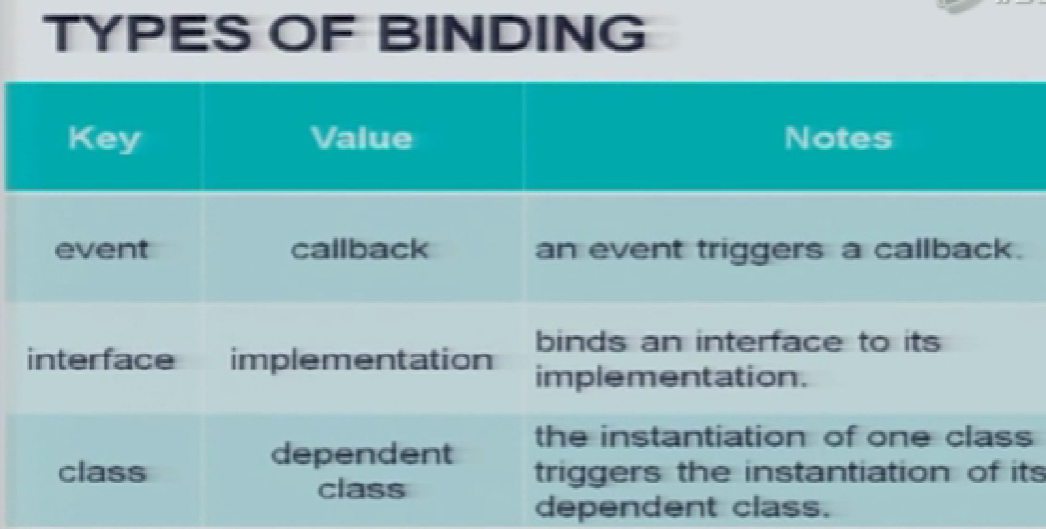


## SaveMgr 快

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## StrangeIOC（MVCS） 分开UI与逻辑

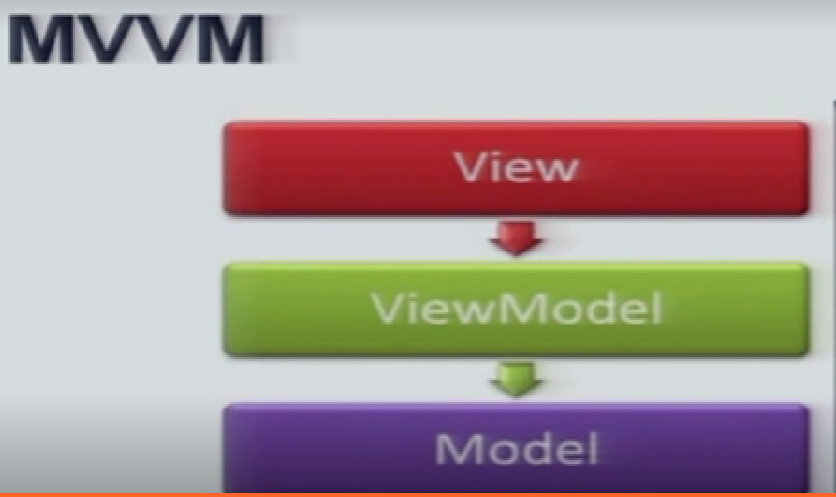




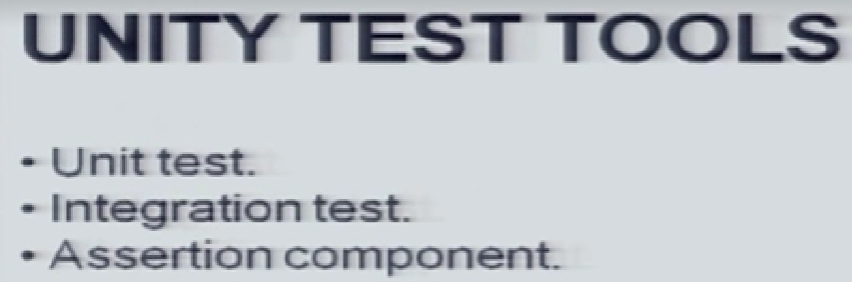
## StrangeIOC 缺点依赖于C#的Injection慢

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## MVVM

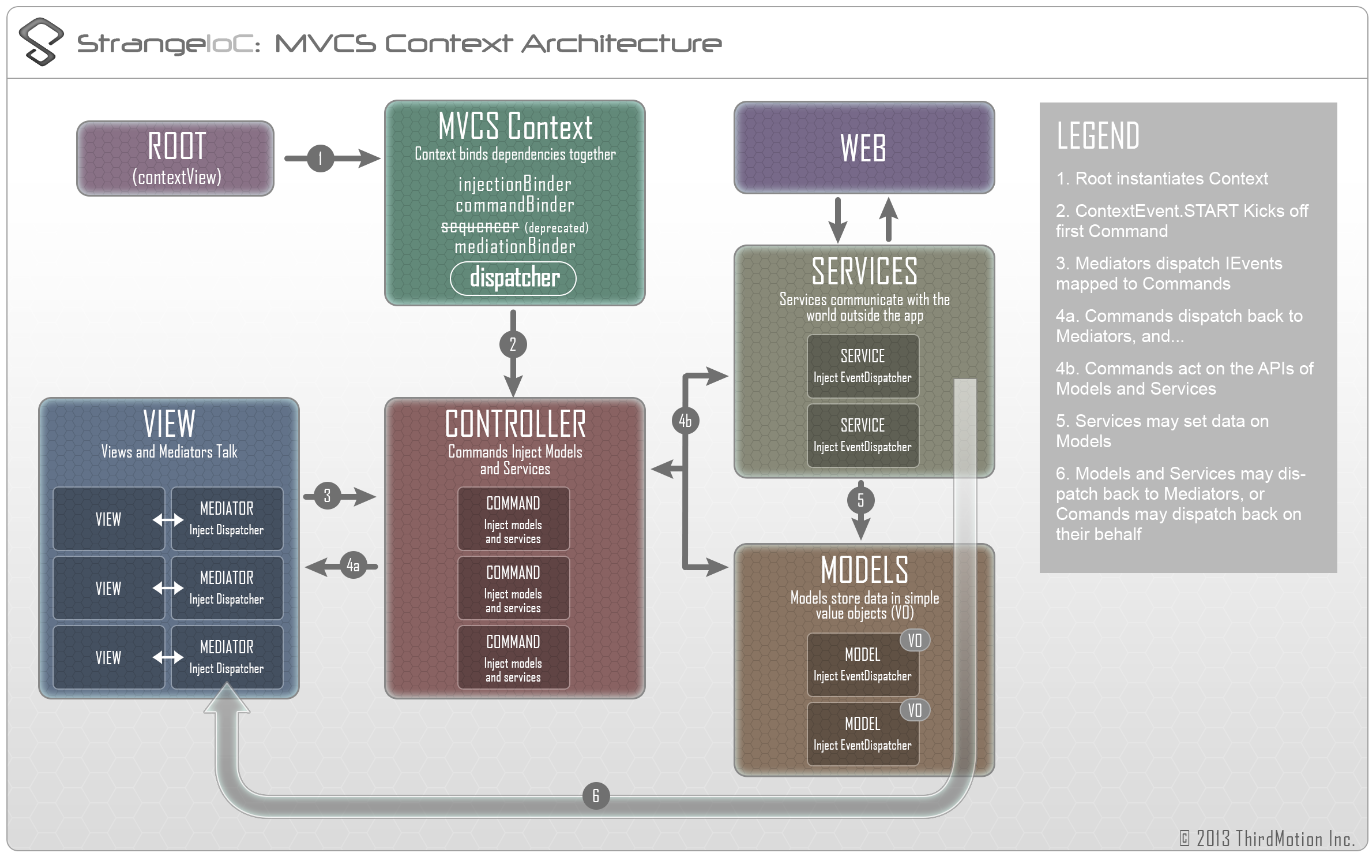


## 工具推荐

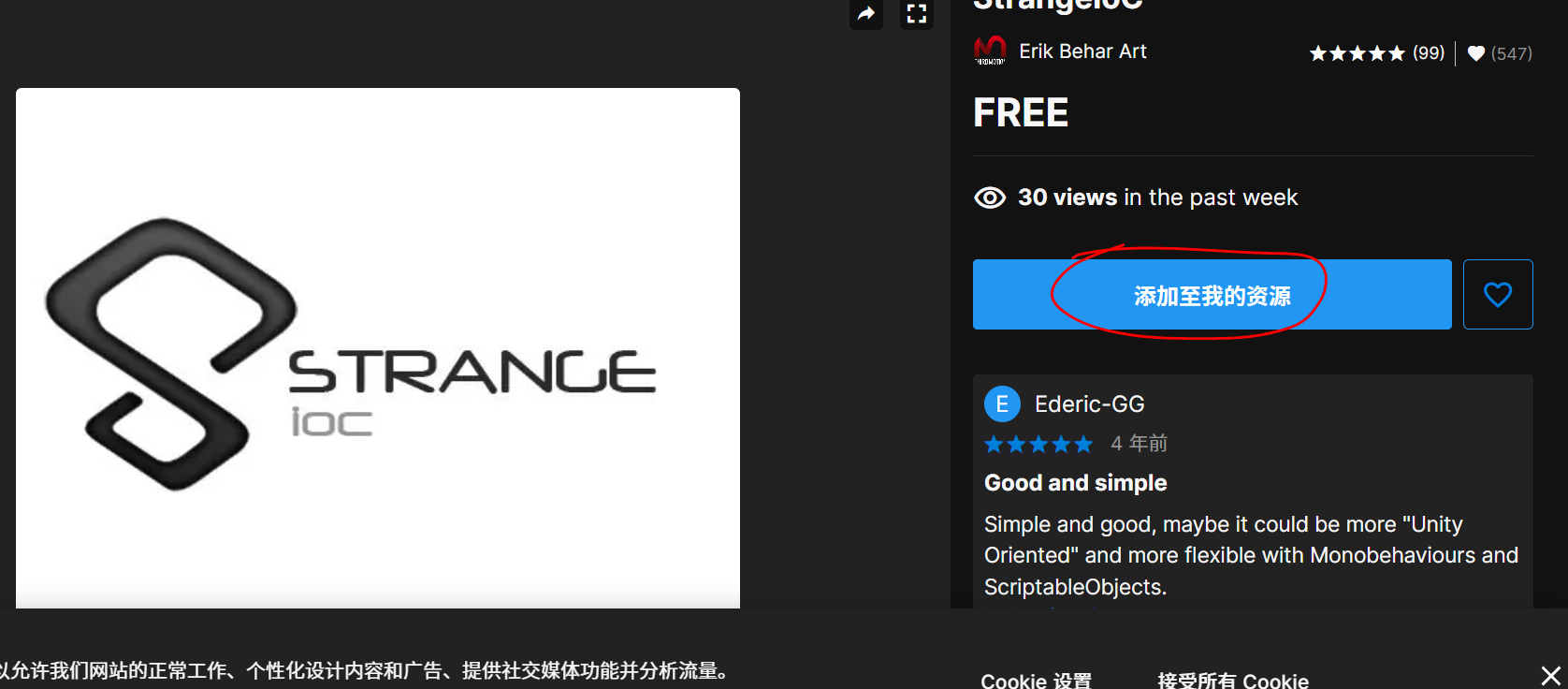


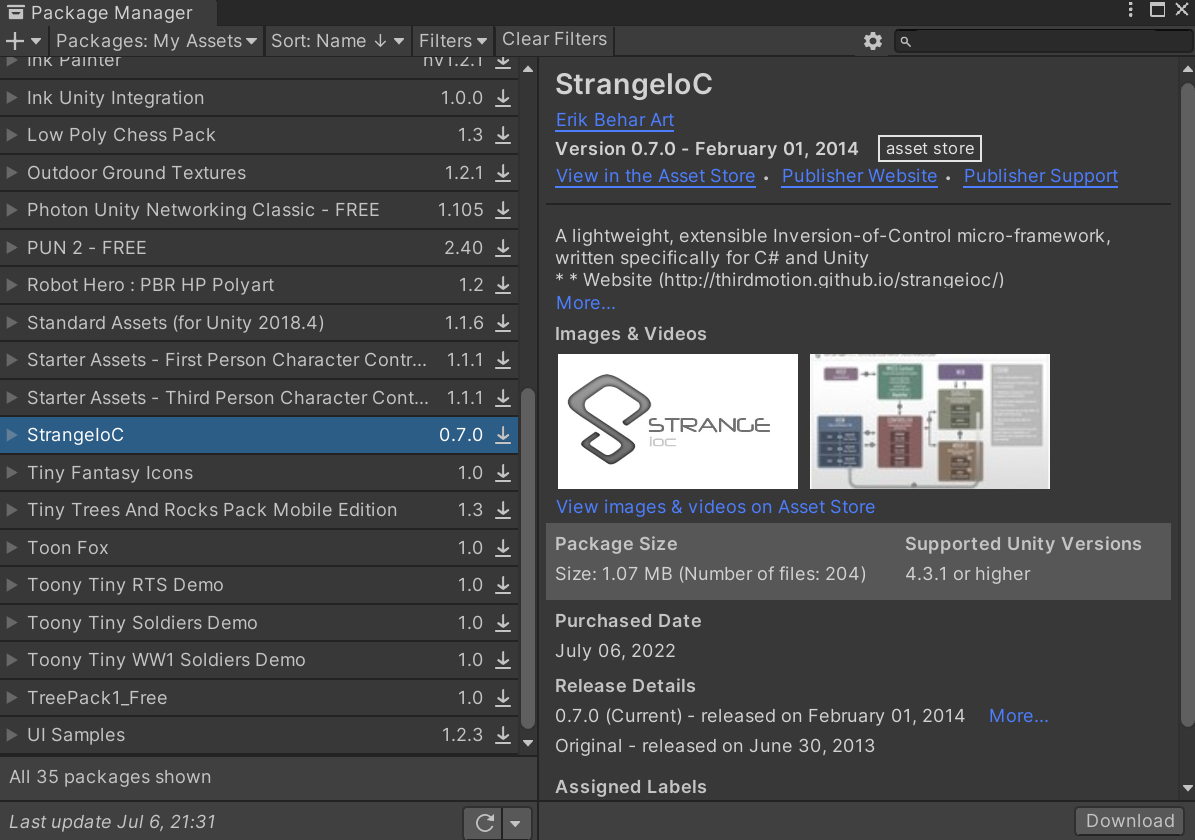
# StrangeIOC

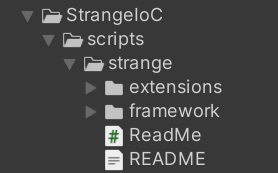
## 架构



## 安装







# 打卡 开发视图层CubeView（未接入Service）

[202207071206](GIF/202207071206.gif)

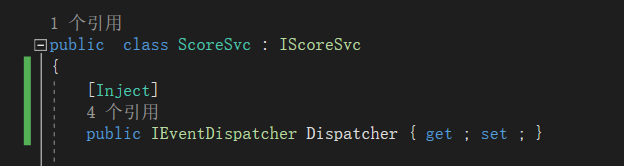
# 打卡 ReqScoreCmd

MVCSContext绑定了 一个枚举 和 一个Commnad，

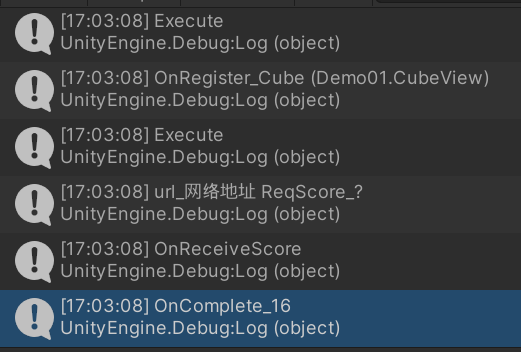
View会全局Dispatcher.Dispatch(枚举)，调用到 该 Command， Command去获取外部数据（在Serevice上）

[202207071525](GIF/202207071525.PNG)

# bug 将该代码[Inject]放在接口，报Null



# 打卡 ReqScoreCmd向ScoreSvc（模拟的）请求、回调



# 打卡 Update分数到CubeView

[202207071717](GIF/202207071717.gif)

# 打卡 实现分数+1

[202207081443](GIF/202207081443.gif)

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# 打卡 创建窗口

[202207081553](GIF/202207081553.gif)

# 打卡 添加音效的拓展窗口

原本想用“暗黑战神”的ResSvc，统一管理资源，但它是继承MonoBehaviour，不合适

[202207081725](GIF/202207081725.gif)