# 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



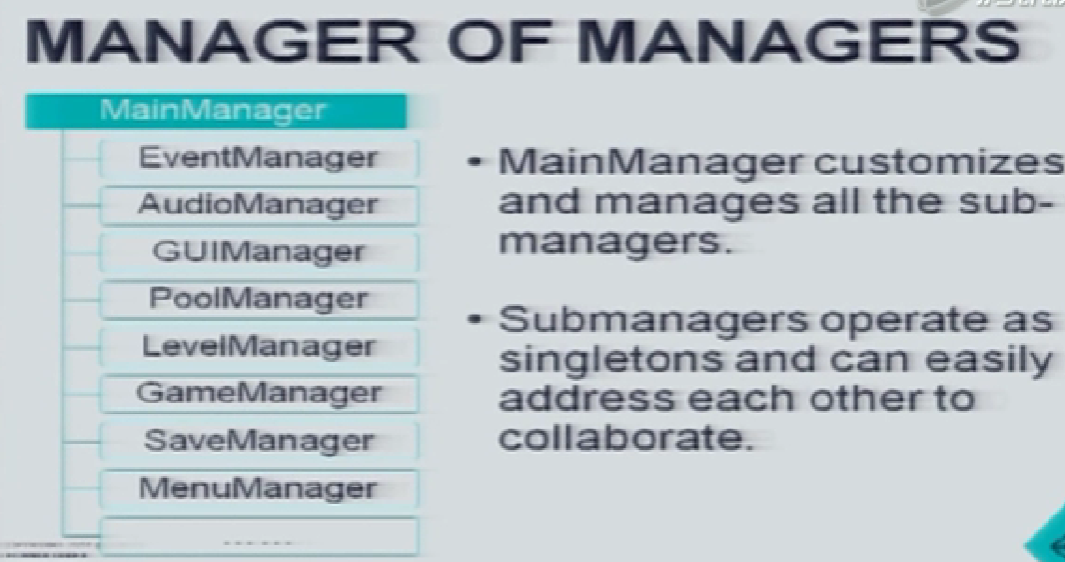
## 问题：定位

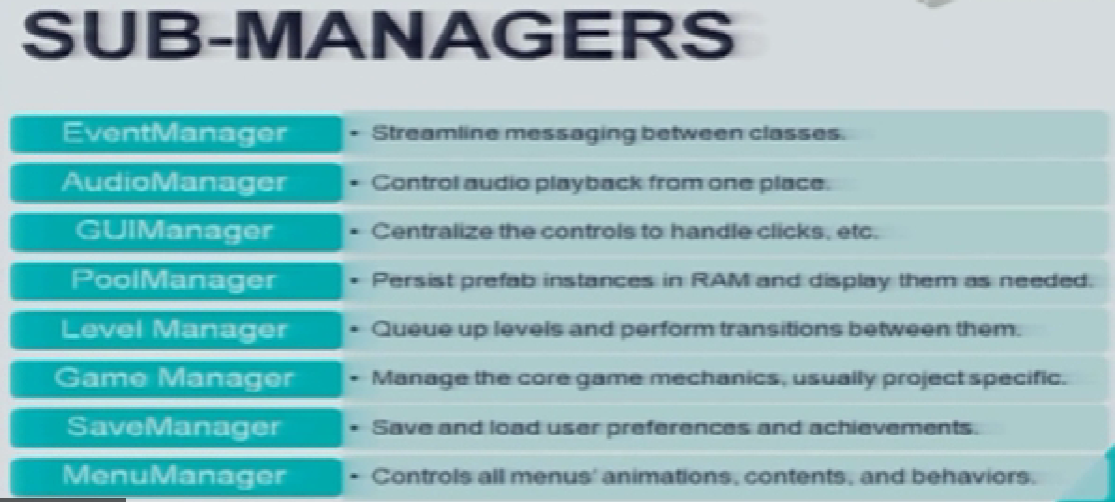
挂载

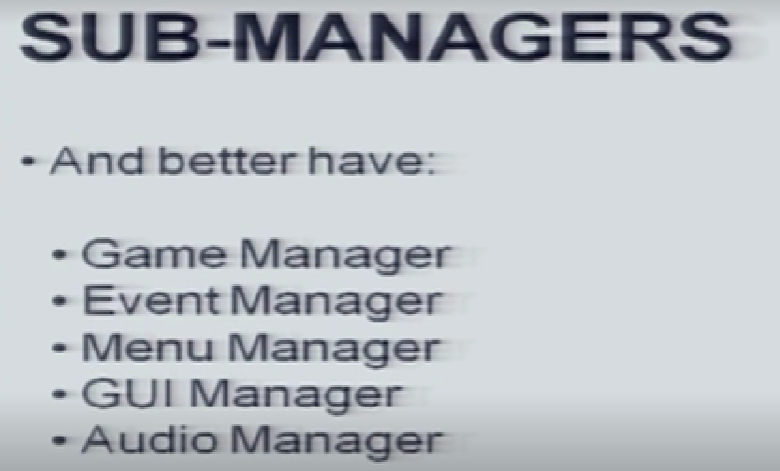
GameObject.Find

## 一个Mgr

## 多个Mgr

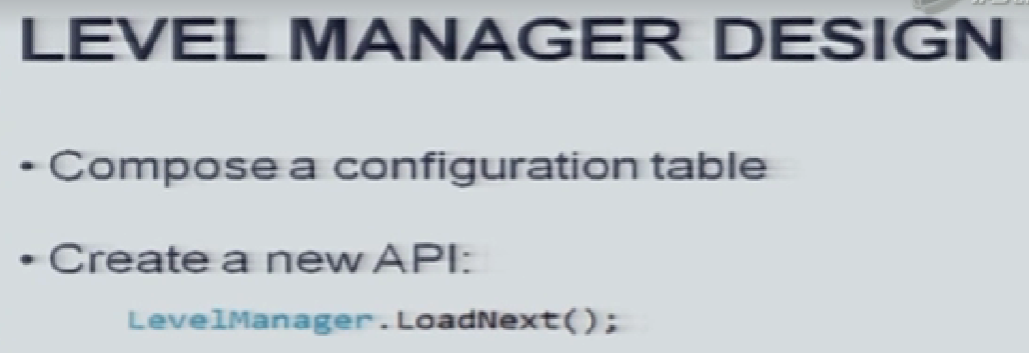


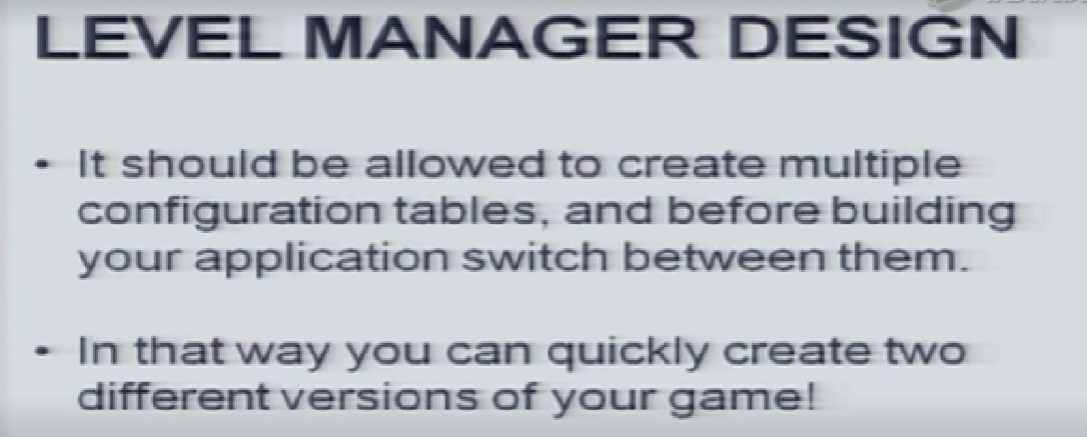




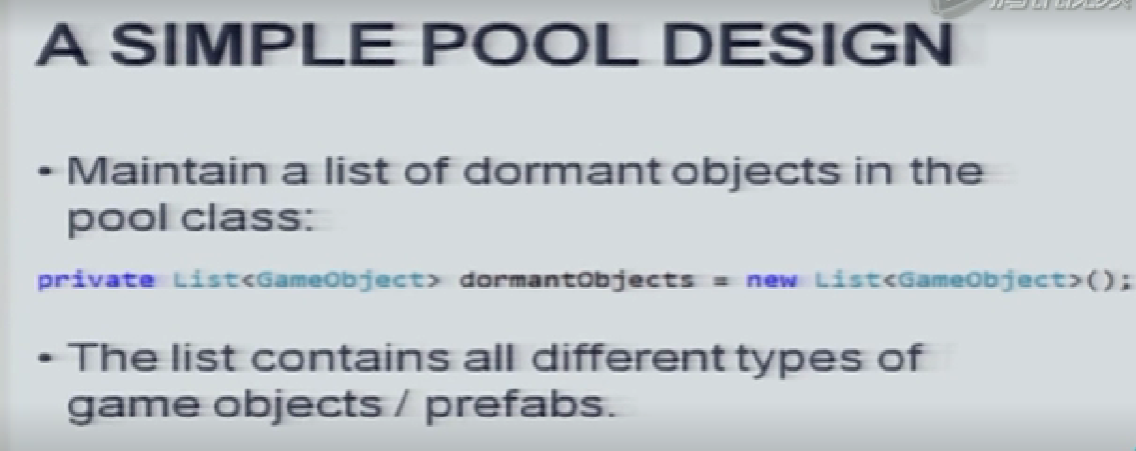
## -------------------------

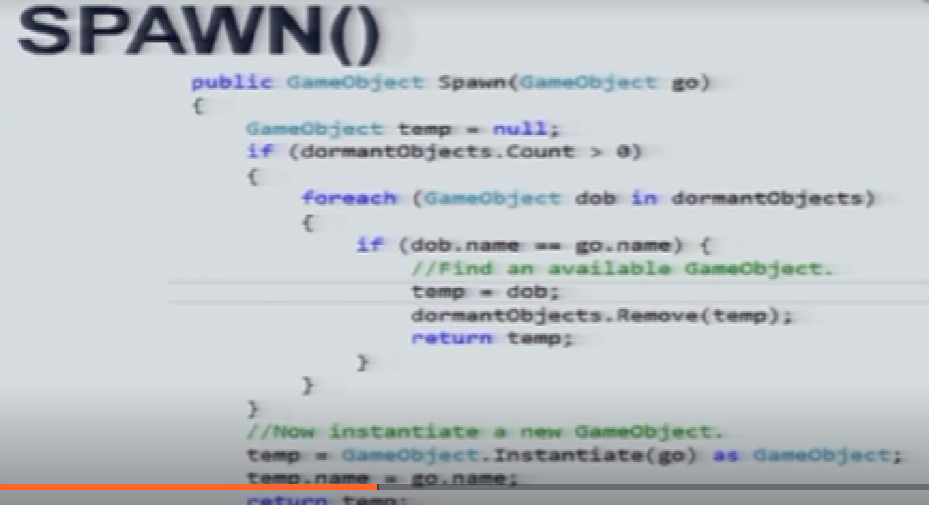
## LevelMgr + 配置表

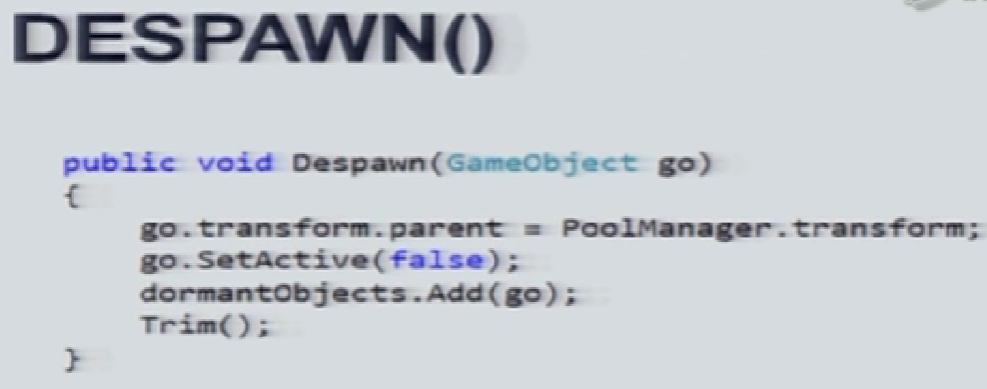


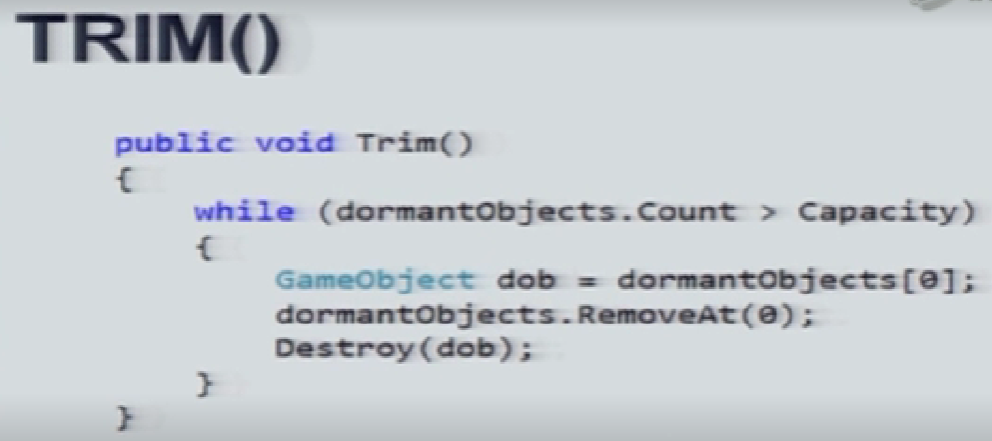


## PoolMgr+

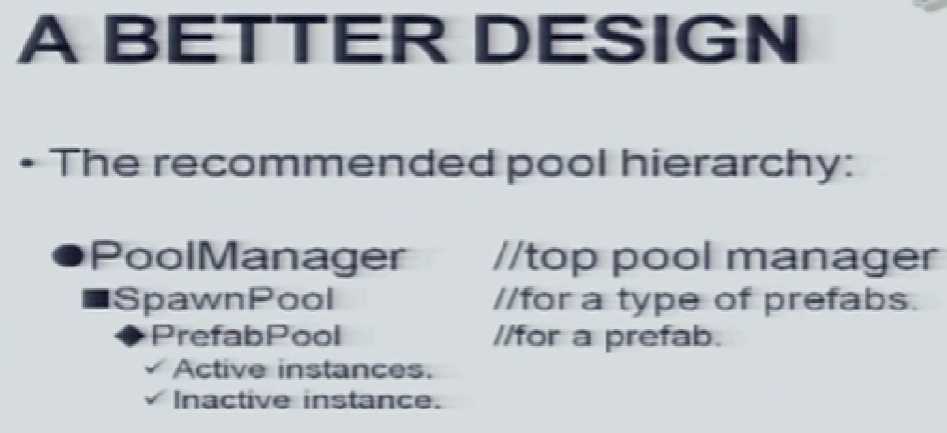


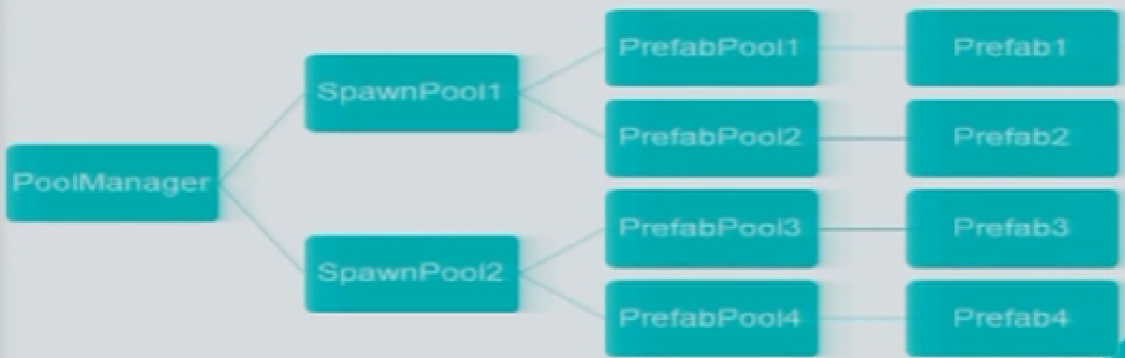






## PoolMgr + 更好的

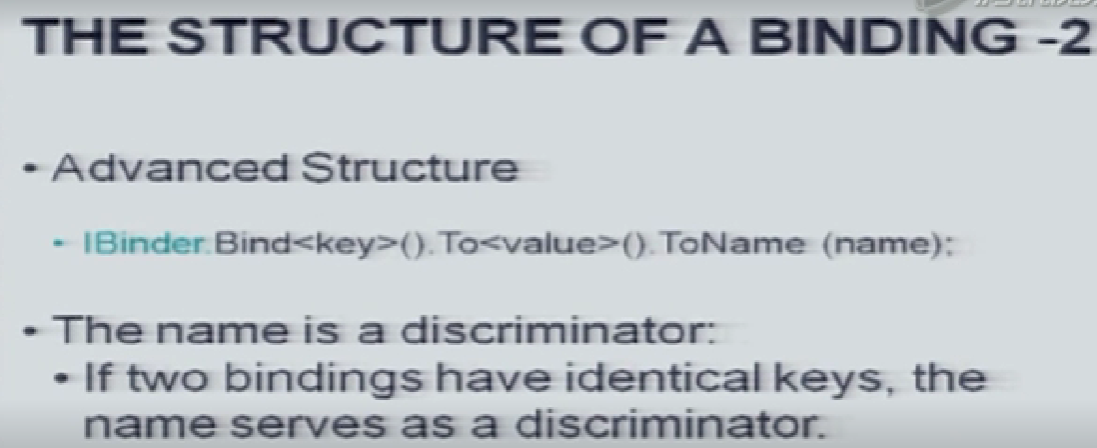


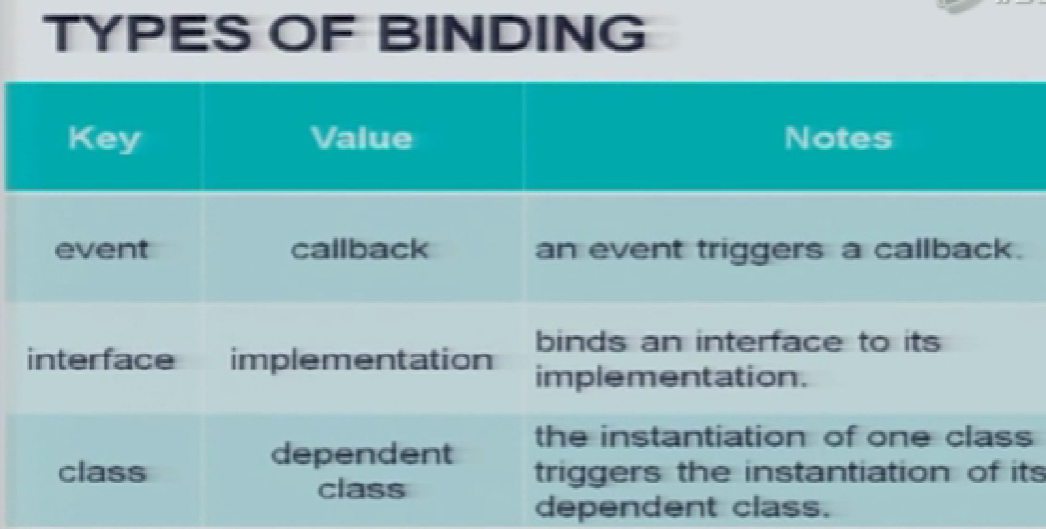


## SaveMgr 快

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## StrangeIOC（MVCS） 分开UI与逻辑

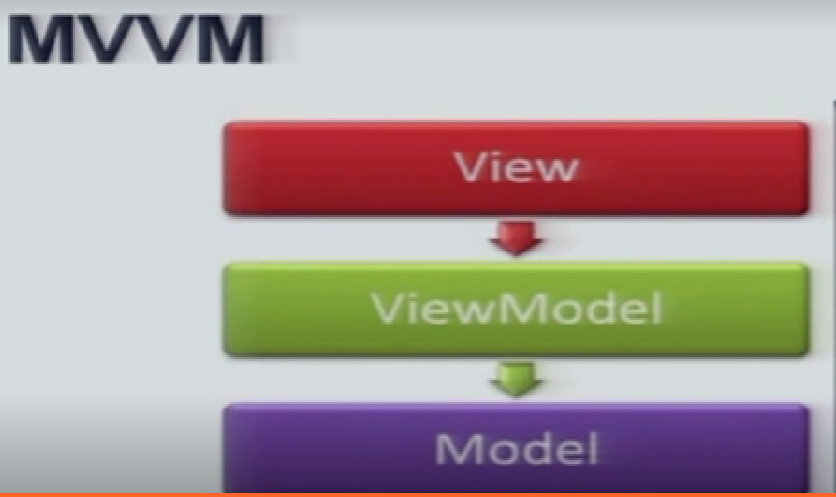




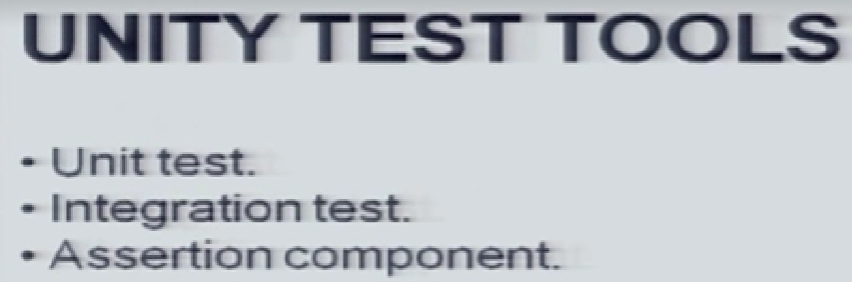
## StrangeIOC 缺点依赖于C#的Injection慢

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## MVVM

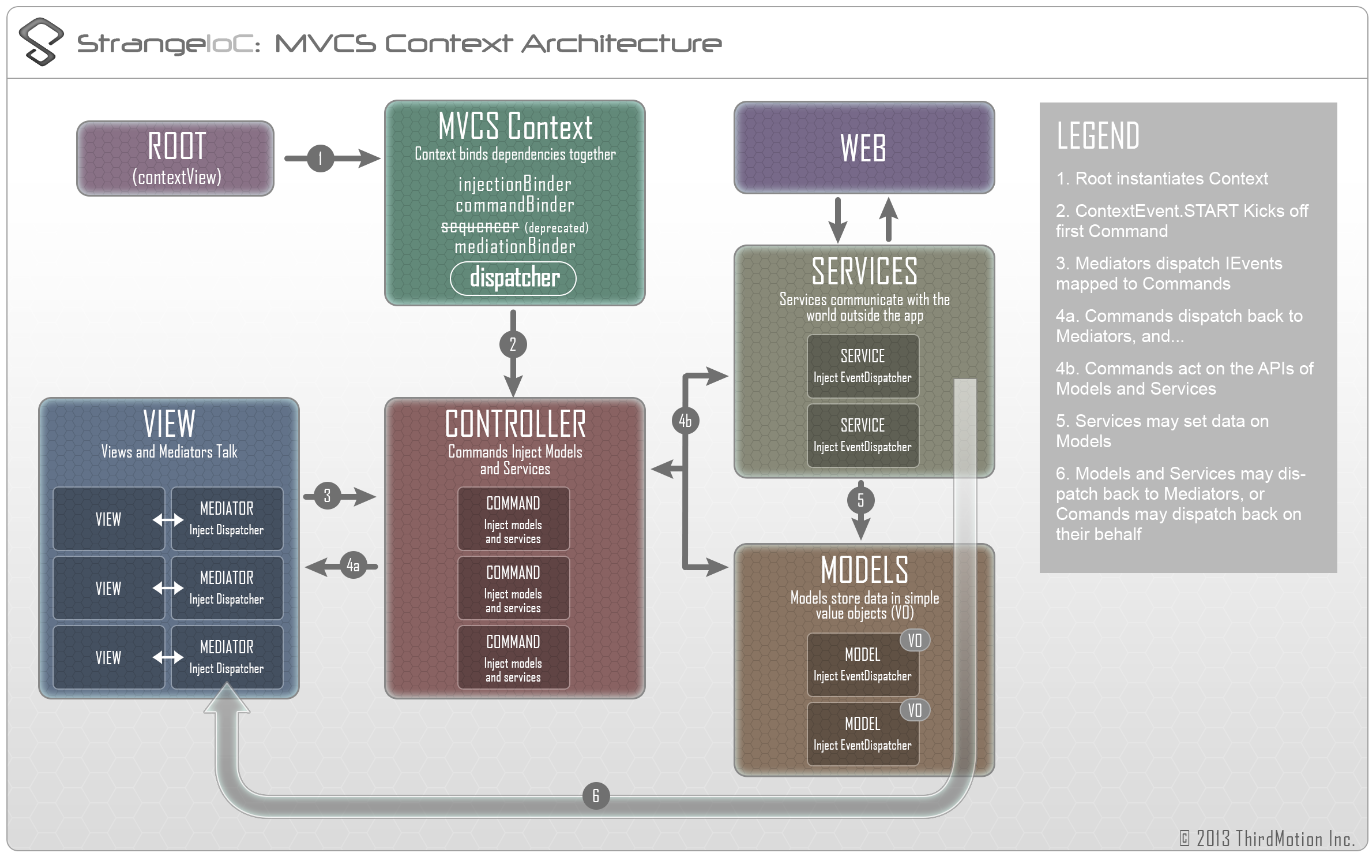


## 工具推荐

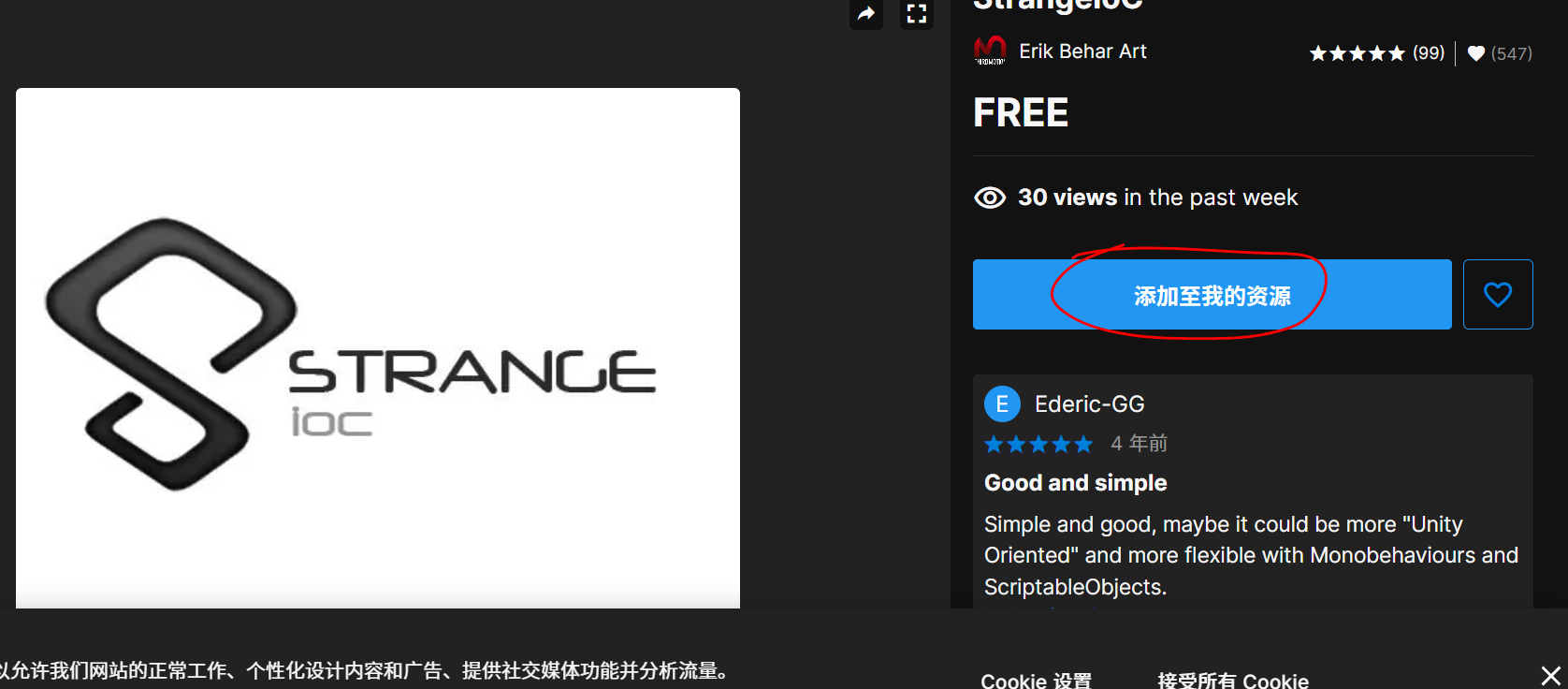


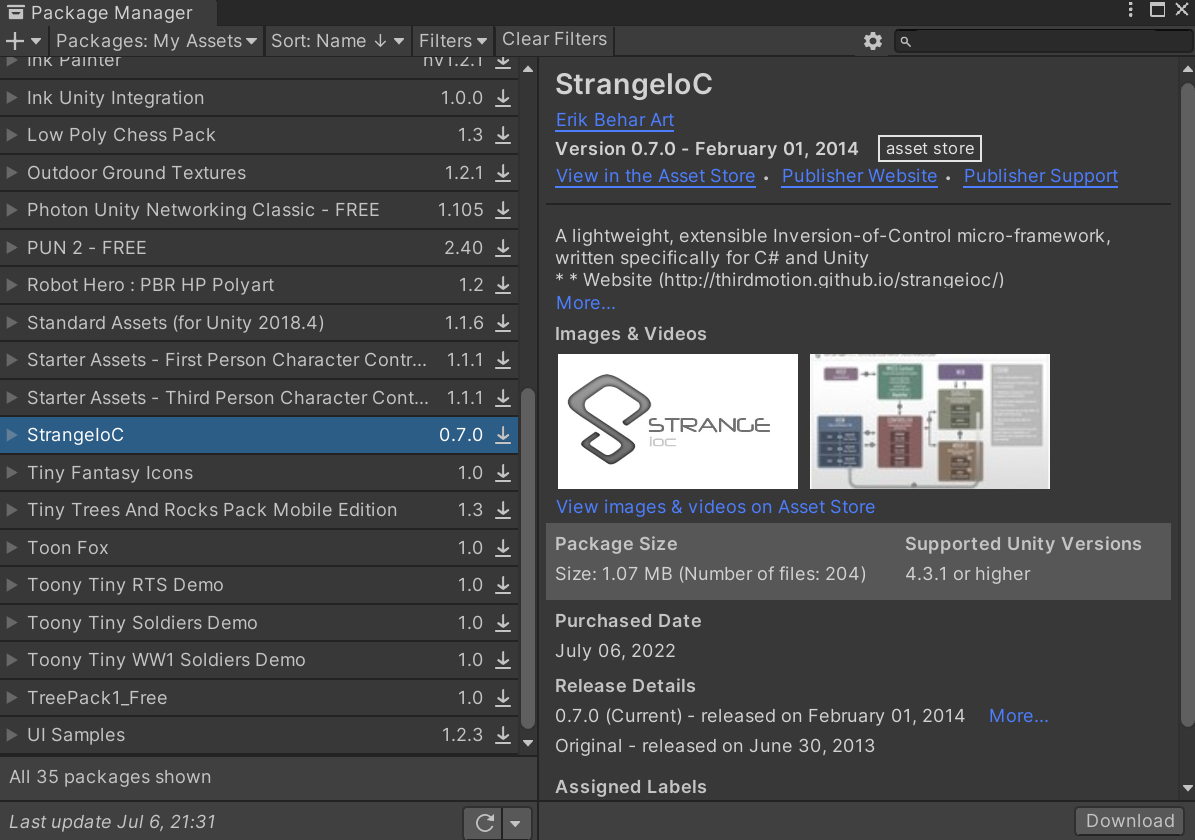
# StrangeIOC

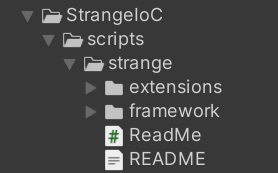
## 架构



## 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)