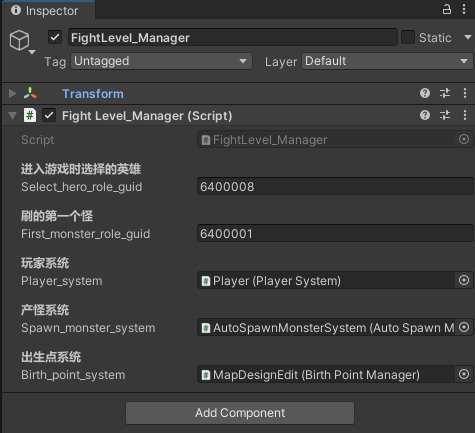
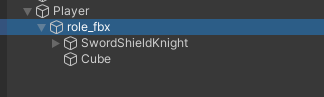
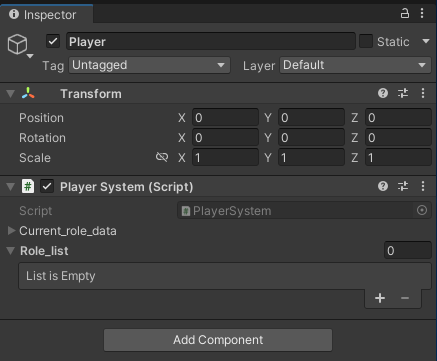
# 1 Scene Hierarchy

## 战斗关卡管理类FightLevel\_Manager





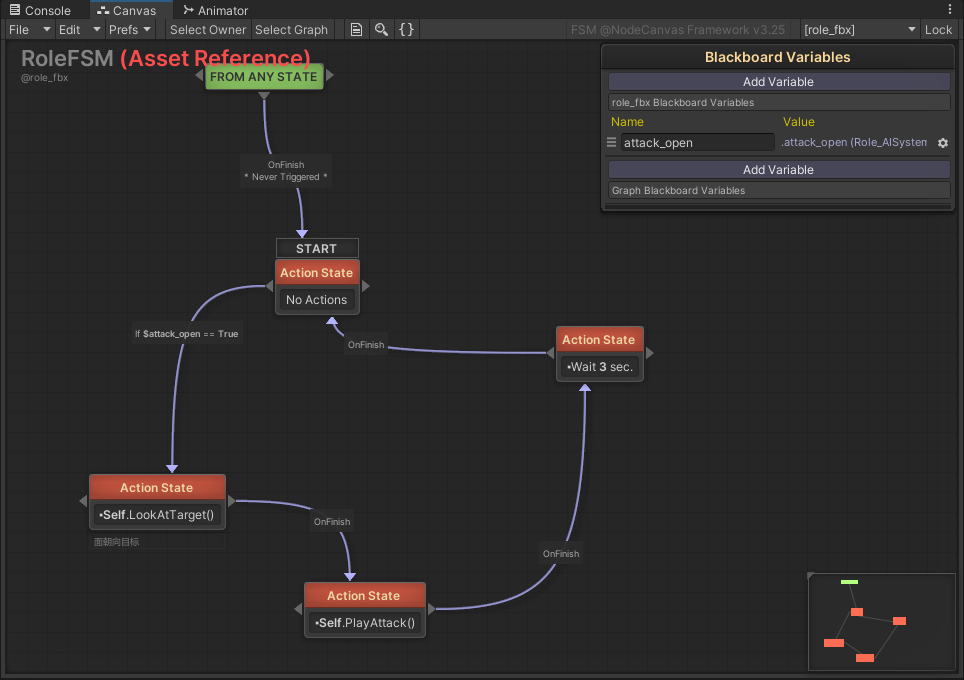


## 需要挂载的组件



## Role\_AISystem

角色AI系统，英雄和角色共用。英雄自动打，怪物行为

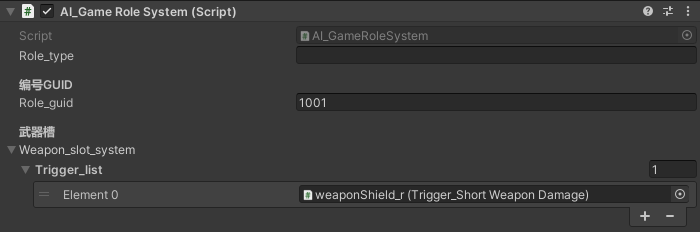


# 2 Prefab组件编辑

## Role\_Monster

## Role\_Hero

## AI\_GameRoleSystem

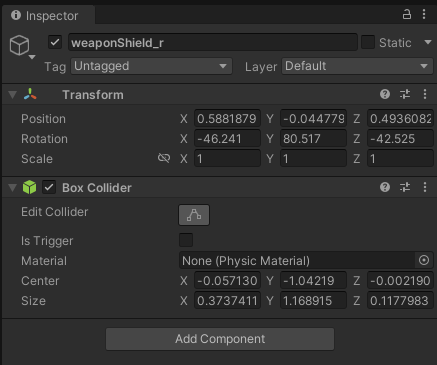


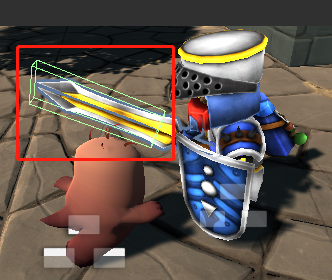
武器槽里面可以挂载任意数量的武器和技能。

# 3 碰撞检测伤害

## 绑定在角色手上的近战武器碰撞

weaponShield\_r





## 编辑层Layer

### 英雄和怪物层role

### 角色技能skill

# 3 VFX 特效

# 3 VFX 特效