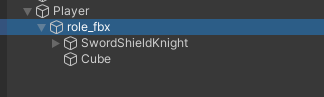
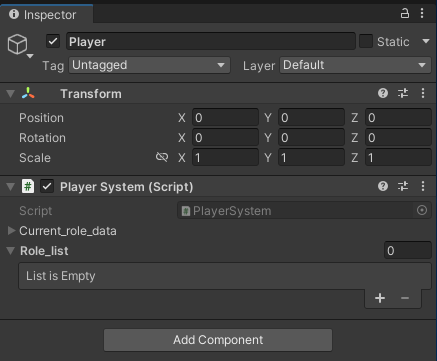
# 1 Scene Hierarchy



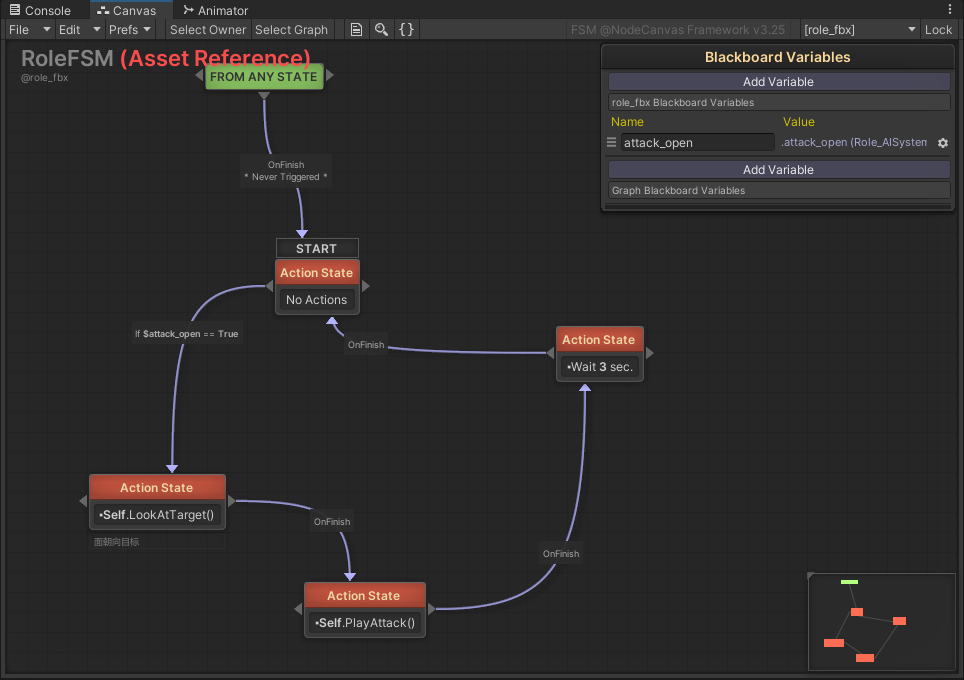


## 需要挂载的组件



## Role\_AISystem

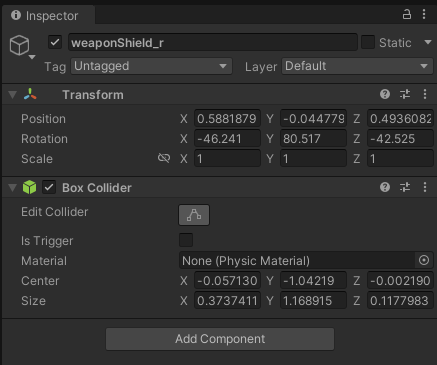
角色AI系统，英雄和角色共用。英雄自动打，怪物行为

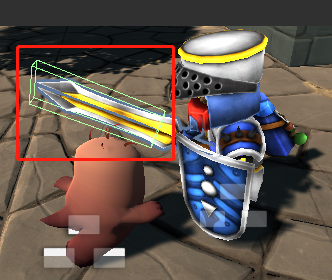


# 2 碰撞检测伤害

## 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