Unity 优秀开源项目——学习资源

**一、【游戏框架】**

[Strangeioc](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fstrangeioc%2Fstrangeioc)

[官网](https://link.juejin.im/?target=http%3A%2F%2Fstrangeioc.github.io%2Fstrangeioc%2F)—— <https://github.com/strangeioc/strangeioc>

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fstrangeioc%2Fstrangeioc)—— <https://github.com/strangeioc/strangeioc>

[Strangeioc中文教学视频](https://link.juejin.im/?target=http%3A%2F%2Fwww.sikiedu.com%2Fcourse%2F33)

[QFramework](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fliangxiegame%2FQFramework)

[官网](https://link.juejin.im/?target=http%3A%2F%2Fqframework.io%2F)—— [qframework.io](https://link.juejin.im/?target=http%3A%2F%2Fqframework.io)

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fliangxiegame%2FQFramework)—— <https://github.com/liangxiegame/QFramework>

[Game Framework](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2FEllanJiang%2FGameFramework)

[官网](https://link.juejin.im/?target=http%3A%2F%2Fgameframework.cn%2F) —— [gameframework.cn](https://link.juejin.im/?target=http%3A%2F%2Fgameframework.cn)

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2FEllanJiang%2FGameFramework)—— <https://github.com/EllanJiang/GameFramework>

[CatLib：Unity全栈框架](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2FCatLib%2FCore)

[官网](https://link.juejin.im/?target=http%3A%2F%2Fcatlib.io%2F)——[catlib.io](https://link.juejin.im/?target=http%3A%2F%2Fcatlib.io)

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2FCatLib%2FCore)—— <https://github.com/CatLib/Framework>

[FairyGUI：超强 UI 编辑器](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Ffairygui%2F)

[官网](https://link.juejin.im/?target=http%3A%2F%2Fwww.fairygui.com%2F)——[www.fairygui.com](https://link.juejin.im/?target=http%3A%2F%2Fwww.fairygui.com)

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Ffairygui%2F)—— <https://github.com/fairygui/FairyGUI-unity>

[官方推荐SIKI学院入门教学——强大的UI编辑器 - FairyGUI入门教程](https://link.juejin.im/?target=http%3A%2F%2Fwww.sikiedu.com%2Fcourse%2F139) [官方推荐SIKI学院案例教学——狼人杀面杀APP（基于FairyGUI）](https://link.juejin.im/?target=http%3A%2F%2Fwww.sikiedu.com%2Fcourse%2F170)

[ET](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fegametang%2FET)

先后端采用C#,基于[ILRuntime](https://link.juejin.im/?target=https%3A%2F%2Fourpalm.github.io%2FILRuntime%2Fpublic%2Fv1%2Fguide%2Findex.html" \t "_blank)热更代码，先后台全热更方案

ET是一个开源的游戏客户端（基于unity3d）服务端双端框架，服务端是使用C# .net core开发的分布式游戏服务端，其特色是开发效率高，性能强，双端共享逻辑代码，客户端服务端热更机制完善，同时支持可靠udp tcp websocket协议，支持服务端3D recast寻路等等

[官网](https://www.shangmayuan.com/a/c9395631f1654ec78ad59b56.html):惋惜目前没有,不过GitHub上有热心群友分享的学习笔记，满满的干货！

[GitHub](https://link.juejin.im/?target=https%3A%2F%2Fgithub.com%2Fegametang%2FET)—— <https://github.com/egametang/ET>

没有官方Logo,那就来个ET电影海报吧：）