



# 本科毕业设计（论文）

## 基于 Unity3D 的华丽弹幕

## Gorgeous Barrage Base On Unity3D

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## 中文摘要

从街机游戏到计算机游戏，信息技术的影响将与信息技术相伴，未来的进展将受到非凡的影响。加上现代 5G 的起步，以后更是行业大动荡时期，将萌发新游戏时代。

今天，世界正在迅速进展着电子游戏产业，这是人们的生活，且这是当今所谓的第九种艺术的组成部分，电子游戏的崛起已经给全球带来巨大的经济收入。相对应的游戏引擎也在更新迭代，为游戏提供更强大的技术支持。在现在的时代来看，Unity3D 的进展已经深入人心，基于 Unity3D 引擎开发的游戏越来越多。

本文结合华丽弹幕游戏开发需求，分析了解了业内游戏现状，关注了其他游戏的优缺点，总结了游戏过程中的一些常见问题，分析对比不同游戏之间的差异与共性。本文主要涉及游戏及其各个方面，根据游戏的实际需求选择 Unity 3D 引擎作为游戏开发引擎，最终使用 Unity 3D 易于使用的功能开发了一款游戏。轻松美观的解决了 3D 生产过程中的关键技术问题，以此完成毕业设计的阶段性目标。

**关键词：**游戏；Unity3D, 设计；华丽弹幕游戏

## **Abstract**

From arcade games to computer games, the impact of information technology will be accompanied by information technology and future development will be influenced by extraordinary influences. Along with the start of modern 5G, there will be a time of great turbulence in the industry and a new era of gaming will emerge.

Today, the world is rapidly developing the video game industry, which is the life of the people, and this is the so-called ninth art component. The rise of video games has provided huge financial revenue to the world. The corresponding game engine is also updated and iterated to provide more powerful technical support for the game. In the present age, the development of Unity3D has penetrated people's hearts, and more and more games based on the Unity3D engine have been developed.

This article combines the development requirements for beautiful blocking games, analyzes and understands the current status of games in the industry, focuses on the advantages and disadvantages of other games, summarizes some common issues in the gaming process, and analyzes and compares differences and commonalities between different games. This article mainly involves the game and its various aspects. According to the actual needs of the game, the Unity 3D machine is selected as the game development engine. Finally, a game is developed using the user-friendly features of Unity 3D. Easily and beautifully to solve the most important technical issues in the 3D production process, to complete the staged goal of grading.

**Key words:** game; Unity3D.Design; Gorgeous Barrage game;

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