**IN628 2019 Practical 07.1 – Manual Scrolling Tile Map**

**Introduction**

Today you will extend your **Tile Map** to permit scrolling. As discussed in lecture, a scrolling background can be viewed as consisting of a **Tile Map** which is bigger than the visible part of the game screen. The game screen itself can be thought of as a **Viewport** window that slides around on the large **Tile Map**.

We will start by building a tiled background that simply scrolls in response to the arrow keys. We will later add a player character **(Sprite)** to the scene, and arrange to keep the **Viewport** window centred on the player character, who will be under arrow key control.

**Coordinate systems**

**Viewport class**

**Viewport::ViewportMove(int xMove, int yMove)**

**Viewport::ViewportDraw()**