Challenge 3 - Camera Control

Refer to “About the Challenges and Solutions” in Session 1 for more information about readings of this type.

Scenario

Now that player animation and movement work the way that we'd like, it's time to tweak the camera to have the standard move-to-look-down-halls behavior that is seen in other stealth games like Metal Gear Solid.

Challenge

Using information from the ThirdPersonWallCover.GetCoverInfo() method, modify the StealthPlayerCamera script to move to look down hallways when the Player is in cover and near the edge of a hallway as described in the video.

Tasks to Complete

- The default is a camMode of eCamMode.far.
- Use coverInfo.zoomL and coverInfo.zoomR to determine whether to move into eCamMode.nearL or nearR.
- In the near camModes, the camera should move closer to the height of the Player's head and look down the hallway that she is next to.
- Use the coverInfo.inCover value to determine which direction the camera should look in the near modes.

Bonus Challenge

- When the camera is in a near mode and looking in the -Z direction (inCover=2), the left and right arrows should move the Player in the opposite direction that they usually do. However, it's more subtle than that. If the camera is in far mode, and the player is inCover==2 and holding left, when the camera switches directions, the controls should not switch directions until the player releases the key (this is described in detail in the video, and it is a solution that I first saw implemented in Final Fantasy VII to deal with controls shifting as the players moved through doorways and switched from one fixed camera angle to another).

Start by downloading the Unity project files for this Challenge available in the Session Resources. Download the zipped file, unzip it to a local folder, and open the project using Unity version 2017.4 LTS.

When you’re finished, complete the Self-Evaluation coursework before continuing to the instructor’s solution.