

Milestone 3

Significant enhancements were made to improve the system's debugging, visualization, and user interaction capabilities. These updates were designed to provide clear, real-time feedback and ensure that the implemented features are easily understood and evaluated.

A major addition was the integration of a persistent debug text overlay displaying "Trailing Camera." This feature, implemented using the DebugRenderer class, communicates the camera's trailing state during gameplay. The text dynamically adjusts its position to remain visible across various scenarios, ensuring continuous feedback and enhancing the user's understanding of the camera's behaviour.

This implementation ensures the system is both robust and user-friendly. By offering clear, dynamic feedback, the demo effectively highlights the functionality and precision of the system while also facilitating debugging and enhancing its overall presentation. These updates create a highly interactive and self-explanatory environment, ensuring the system's features are accessible and transparent.