

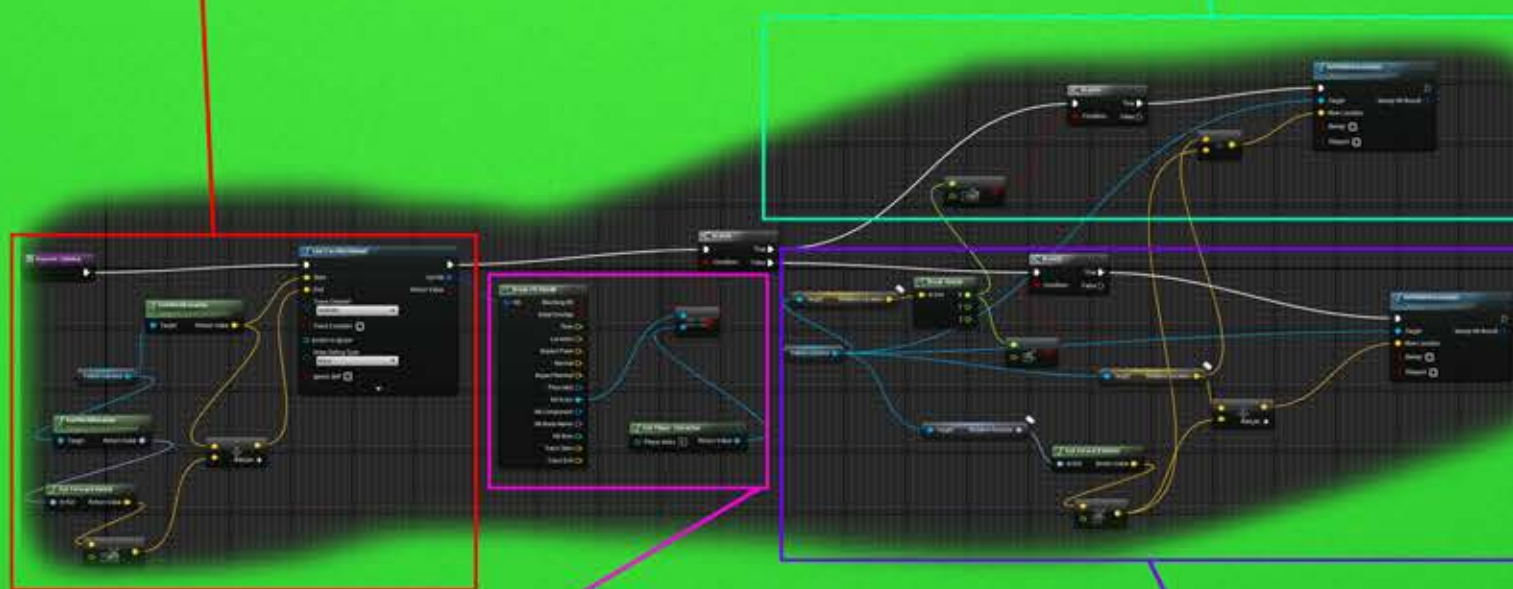
Camera Auto Correction

For our game the camera would occasionally be obscured by the environment. Since it is a Third Person puzzle platformer that can't happen. So we added a camera that would zoom in when something is in the way of it, and correct it self accordingly.

This is a function that gets executed every event tick

First we need a raycast, going from the camera and hitting the player, since it is a third person game the character will always be in the center so we do a raycast based on the camera position and its rotation with a forward vector

If the raycast does hit the player we check if the camera is zoomed in and zoom out to the previous camera position which was -520 away from the player



We need to compare the raycast hit against the player character, because if the raycast detects the character, the camera is not obscured

If the raycast doesn't hit the player it means we want to keep moving the camera forward until the camera is not obscured anymore. Using the same logic as the raycast we move the camera in its relative position closer to the player.