Camera Movement Tutorial

***This tutorial provides information as to how to get the game’s camera to move along with the player rather than staying stationary whilst the character disappears.***

1. Create a script titled something in relation to camera movement and attach it to the main camera in the hierarchy.
2. Serialize floats for the camera’s speed and current position and use the method *SmoothDamp,* which gradually changes a vector towards a desired goal over time and is useful for following cameras.
3. Add the parameters for the destination and the position transformation and the movement speed like so: A screenshot of a computer program

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4. Create a new method to aid changing the destination of the camera and use the Transform parameter again
5. Place a tile at the end of the current camera view of the game and for it, turn on 2D Box Collider, *use as trigger* and a new script where you serialize a new variable called ‘rooms’ which will be used for every camera view checkpoint: A screen shot of a computer program

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6. Duplicate the current camera view scene, put it next to the original one, *then* edit it so its different eg. Tiles positioned differently.