**Work done:**

**1 cameras**

1> auto follow camera

2> controllable follow camera

3> world camera

There are two kinds of world cameras.

First one is just operating the cameras. Second one is cast a ray from the camera to gameobjects. The difference is the rotating operations:

1. the first one rotates the camera itself
2. the second one rotates the camera around the ray hit point.

Cons&pros:

The first one is hard to operate.

The second one is easy to operate. Besides, I could shoot food or bombs towards the hit point. However, the ray must hit at least one objects. And one problem here is how to deal with the condition that the ray hit nothing(need some suggestion here).

operation instructions:

1 1,2,3,4 to reset the camera position and orientation

2 w/s/a/d to rotate

3 > or < to change the dist between hit point and camera

4 arrow keys to change the position of the camera

4> For the moment, the camera init when the game starts, should I init these cameras at runtime?

**2 Report revision**

**1 need help on footnote permission.**

**3 Extra reading**

**4 Different behaviours**

**111**