

```
1 public class Player
2 {
3     // Stores distance values for a single player
4     private readonly string Name;
5     private float DistanceFromGeneration;
6     private float DistanceFromCamera = 9;
7     private float TotalDistanceTravelled;
8
9     public Player(string name, float chunkLength)
10    {
11        Name = name;
12        DistanceFromGeneration = chunkLength / 2;
13    }
14
15    public string GetName()
16    {
17        return Name;
18    }
19
20    // Increases all stored distances
21    public void IncreaseDistance(float distance)
22    {
23        DistanceFromGeneration += distance;
24        DistanceFromCamera += distance;
25        TotalDistanceTravelled += distance;
26    }
27
28    public float CameraDistance()
29    {
30        return DistanceFromCamera;
31    }
32
33    public float GenerationDistance()
34    {
35        return DistanceFromGeneration;
36    }
37
38    public float TotalDistance()
39    {
40        return TotalDistanceTravelled;
41    }
42
43    public void MoveCamera(float distance)
44    {
45        DistanceFromCamera -= distance;
46    }
47
48    public void MoveGeneration(int distance)
49    {
50        DistanceFromGeneration -= distance;
51    }
52 }
```