

Quest 8 - Cameras

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- Camera Follow Techniques
- Split-Screen/Multi-Camera Setup
- Cinemachine Virtual Camera

Summary

Create a prototype top-down adventure game as a sandbox for testing various camera techniques.

Core Loop Requirements

Inputs/Actions

- WSAD = Player 1 Up/Down/Left/Right Movement
- IJKL = Player 2 Up/Down/Left/Right Movement

Obstacles/Challenge

- N/A

Goal

- Explore

Additional Quest Details/Requirements:

- Use the same project as the prior assignment
- Scene - "Scenes/Q8"
- Player 1 will be visible in the top half of the screen.
- Player 2 will be visible in the bottom half of the screen.
- The top half will use a Smoothdamp camera technique.
- The bottom half will use a Cinemachine camera technique with Soft Zones, Dead Zones, and Boundary Confinement.