

```
1  using SplashKitSDK;
2
3  namespace CustomProject.GameHandler
4  {
5      public class CameraHandler
6      {
7          private GameMap _gameMap;
8          private Player _player;
9
10         public CameraHandler(GameMap gamemap, Player player)
11         {
12             _player = player;
13             _gameMap = gamemap;
14         }
15
16         public void HandleCamera()
17         {
18             // Initialize the fixed camera position on the screen
19             Camera.X = _player.X - SplashKit.ScreenWidth() / 2;
20             Camera.Y = _player.Y - SplashKit.ScreenHeight() / 2;
21
22             // Update the camera as the player moves
23             if (Camera.X < 0)
24             {
25                 Camera.X = 0;
26             }
27             if (Camera.Y < 0)
28             {
29                 Camera.Y = 0;
30             }
31             if (Camera.X > _gameMap.Width - SplashKit.ScreenWidth())
32             {
33                 Camera.X = _gameMap.Width - SplashKit.ScreenWidth();
34             }
35             if (Camera.Y > _gameMap.Height - SplashKit.ScreenHeight())
36             {
37                 Camera.Y = _gameMap.Height - SplashKit.ScreenHeight();
38             }
39         }
40     }
41 }
```