

```
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 }
42
```