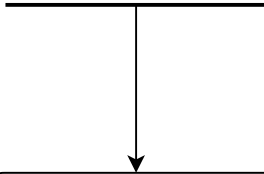
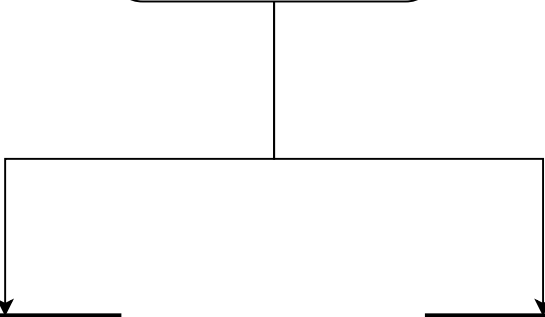


Player object



Camera movement

Vertical coordinates clamp



Background

Main camera