Camera
+ Camera() + void calculate_offset (sf::Vector2f &position, sf::Vector2f &vel) + void render(sf::RenderWindow &window, sf::Sprite &object) + void render(sf::RenderWindow &window, sf::Text &object) const + void update_dimensions (float w, float h) + void move_layer(std ::vector< sf::Sprite > &sprites, sf::Vector2f const &move_factor) const