## MonoBehaviour CloseUpPointScript - closeUpPointName + SetCloseUpPointName() + GetCloseUpPointName() + GetCameraPosition() -closeUpPoints CameraCloseUp - moveSpeed - testKeys

- kb
- initialCameraPosition
- currentCameraTarget
- + SetCloseUp()
- + ClearCloseUp()
- + ClearCloseUp()
- + SetCharacterCloseUp()
- ~ SetRoomCloseUp()
- Start()
- Update()
- GetCameraPosition()
- ClearCloseUpDelay()
- TestSetCamera()