**Game Engine Foundations**

**Lab Four**

In this lab, you are requested to add the following actions to the latest version of the game engine that we built in class (BB->Codes Developed In Class).

* Move the camera up and down as the player takes steps in the world (WASD) at all times. This is to make walking action look more realistic.
* **Look back (180 degrees):** By pressing ‘B’, the player will have a view of his back. Notice that the player can keep moving forward when look back is activated. Pressing ‘B’ one more time will change the view to forward. **Note:** Also, do NOT change the camera view instantly, instead, create a smooth rotation of the camera with time. This should take about 1 second.
* **Crouch:** When pressing ‘C’. Pressing ‘C’ again should change the view to stand-up position.

**Need more challenge?**

**Run:** As the player is walking, holding down “shift” key will make the player run and releasing it should make the player walk.