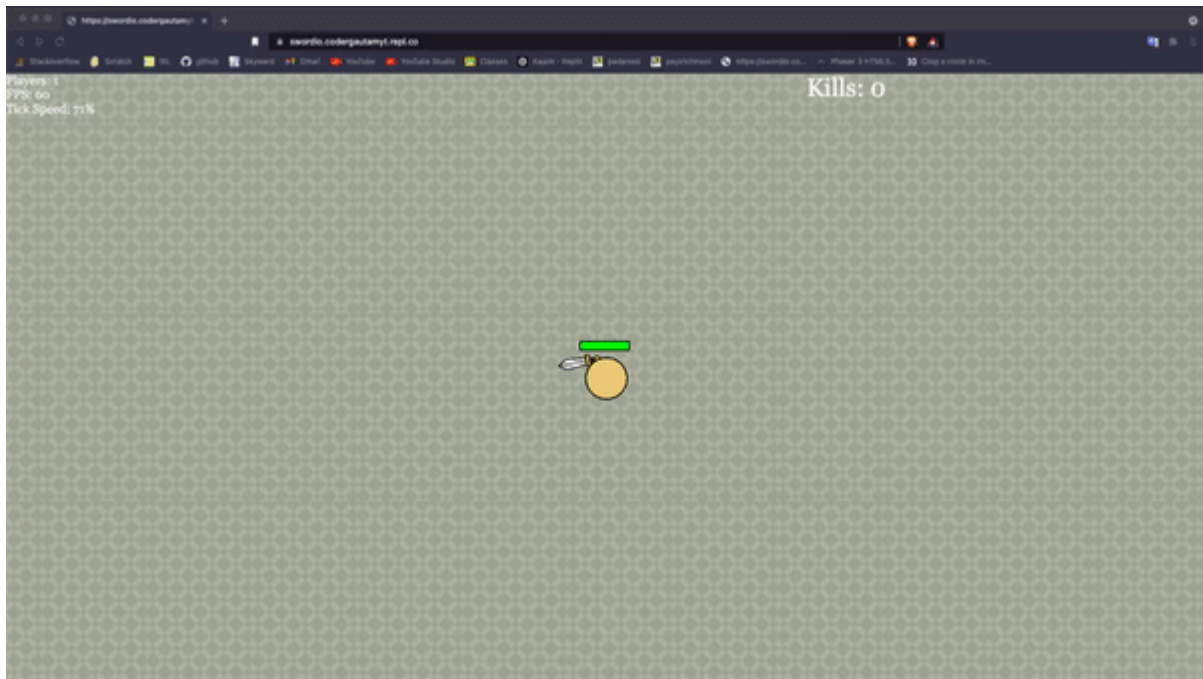
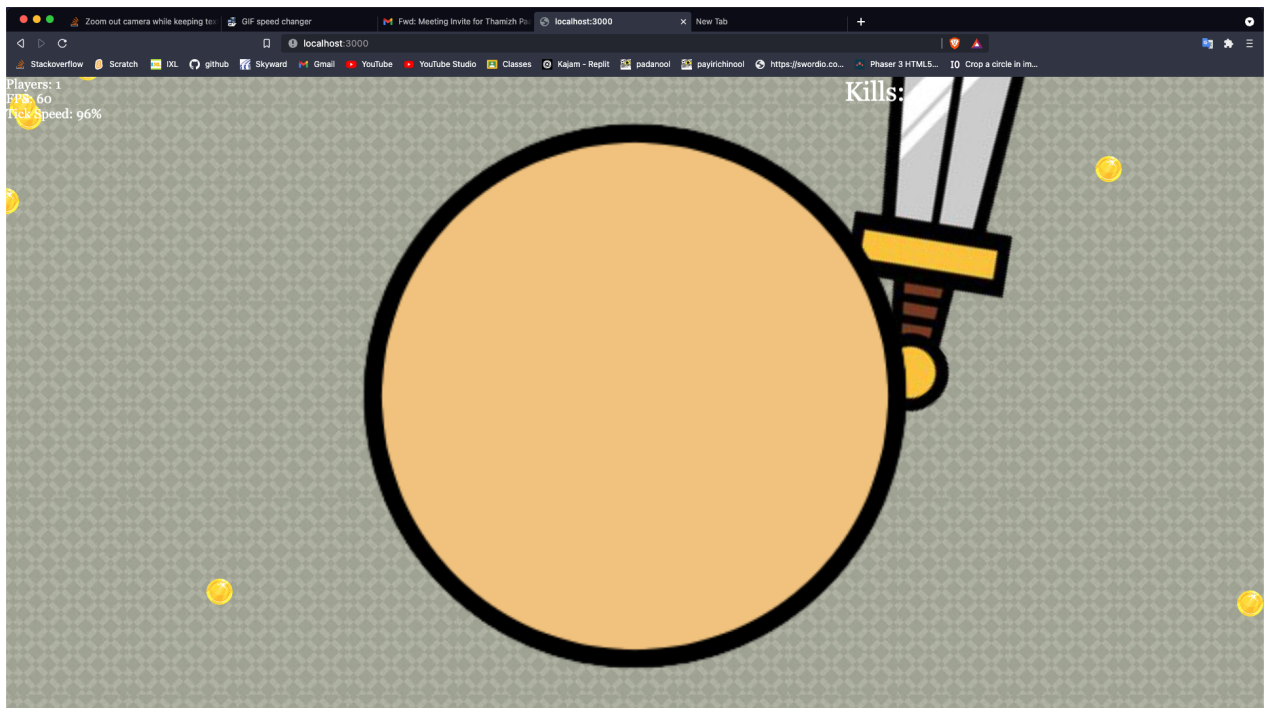


I'm making a sword game in which you have to collect coins to get big and you fight people. Here's what I have so far:



Notice how the player gets bigger as it collects coins. After a while, you get so big that you cover the entire screen.



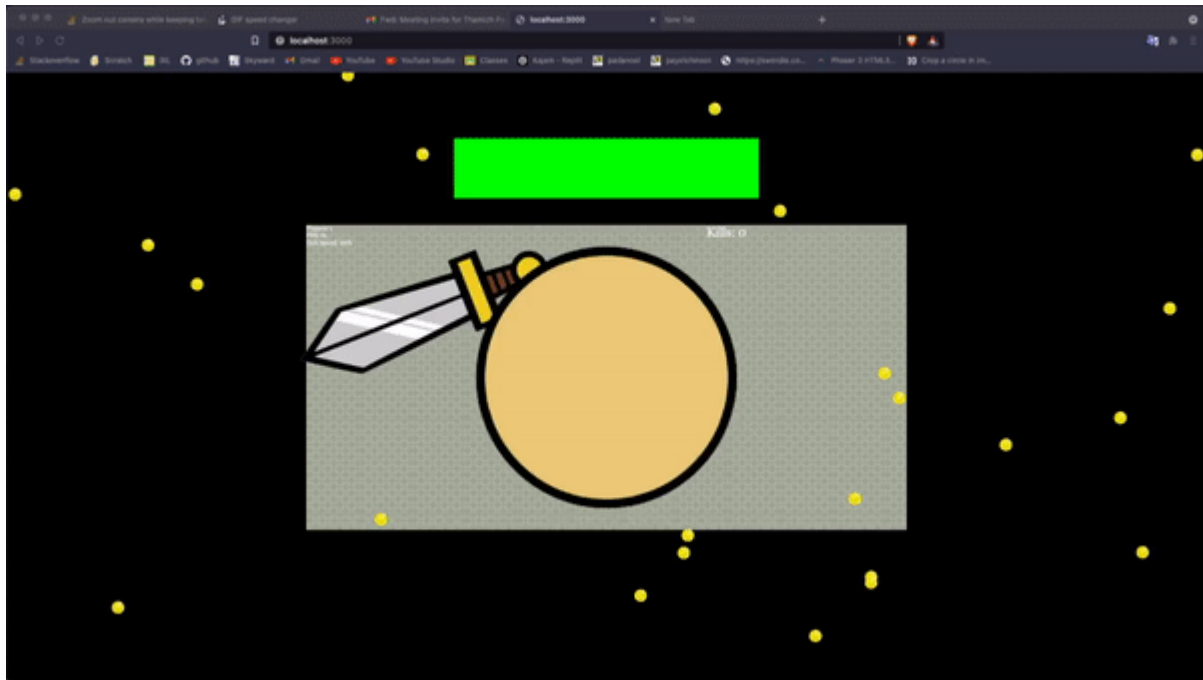
I realized I have to zoom out the camera based on the players size.

This is what I have for camera (in create function)

```
this.cameras.main.startFollow(this.mePlayer);
```

I added this line of code before it: `this.cameras.main.setZoom(0.5)`

Now it turns like this. The text is all smaller and for some reason my tileSprite background



Here is the code for the text.

```
//killcounter
this.killCount = this.add.text(window.innerWidth / 1.5, 0, 'Kills: 0', {
    fontFamily: 'Georgia, "Goudy Bookletter 1911", Times, serif'
}).setFontSize(40).setDepth(101);
this.killCount.scrollFactorX = 0
this.killCount.scrollFactorY = 0

//player+fpscounter
this.playerCount =
this.add.text(this.cameras.main.worldView.x*this.cameras.main.zoom,
this.cameras.main.worldView.y*this.cameras.main.zoom, 'Players: 0' + "\nFPS: 0",
{
    fontFamily: 'Georgia, "Goudy Bookletter 1911", Times, serif'
}).setFontSize(20).setDepth(101);
this.playerCount.scrollFactorX = 0
this.playerCount.scrollFactorY = 0
```

this is the code for my camera

```
this.cameras.main.startFollow(this.mePlayer);
```

...and this is the code for my background

```
//in create function
this.background = this.add.tileSprite(0, 0, window.innerWidth,
window.innerHeight, 'background').setOrigin(0).setScrollFactor(0, 0);
this.background.fixedToCamera = true;

//in update function
this.background.setTilePosition(this.cameras.main.scrollX,
this.cameras.main.scrollY);
```

Is there a way I can keep the text locked so that when the camera zooms out, it stays at the same position?