Love.physics: We perform camera movment in love2d by creating a camera object that has 2 attributes, an x and a y coordinate

We can set these values to change when we press an arrow key

We then subtract these x and y coordinates from each of the objects within the game to look like things are moving.

```
Camera.x = 0
                                                                                           cloud.x = 340
                                                                draw\_cloud\_at(cloud.x - camera.x = 340 - 0 = 340)
                                                                 -- the cloud is currently off the screen
                                                    wiz.x = 150
                                     draw_wizard_at(wiz.x - Camera.x = 150 - 0 = 150)
                                                                                      ramp.x = 200
                                                                 draw_ramp_at(ramp.x - Camera.x = 200 - 0 = 200)
             Camera.x = 100
                                                                                            cloud.x = 340
                                                                 draw\_cloud\_at(cloud.x - camera.x = 340 - 100 = 240)
                                                                 -- the cloud is currently off the screen
                                wiz.x = 150
                 draw_wizard_at(wiz.x - Camera.x = 150 - 100 = 50)
                                                                        ramp.x = 200
                                                   draw_ramp_at(ramp_x - Camera.x = 200 - 100 = 100)
             Camera.x = 140
                                                                                            cloud.x = 340
                                                                 draw\_cloud\_at(cloud.x - camera.x = 340 - 140 = 200)
              wiz.x = 150
draw_wizard_at(wiz.x - Camera.x = 150 - 140 = 10)
                             ramp.x = 200
        draw_ramp_at(ramp.x - Camera_x = 200 - 140 = 60)
```

Here we change the position that we draw each of the objects at, the screen does not actually move, all the objects on the screen are just continually redrawn at a position that is further to the left.

Or we can set them to be locked on to a particular object

Camera.x = wizard.body:getX() - love.graphics.getWidth()/2 --The subtraction is done so that the camera is centered on the wizard, instead of the wizard being at the side of the screen

