

Hyper Syntax

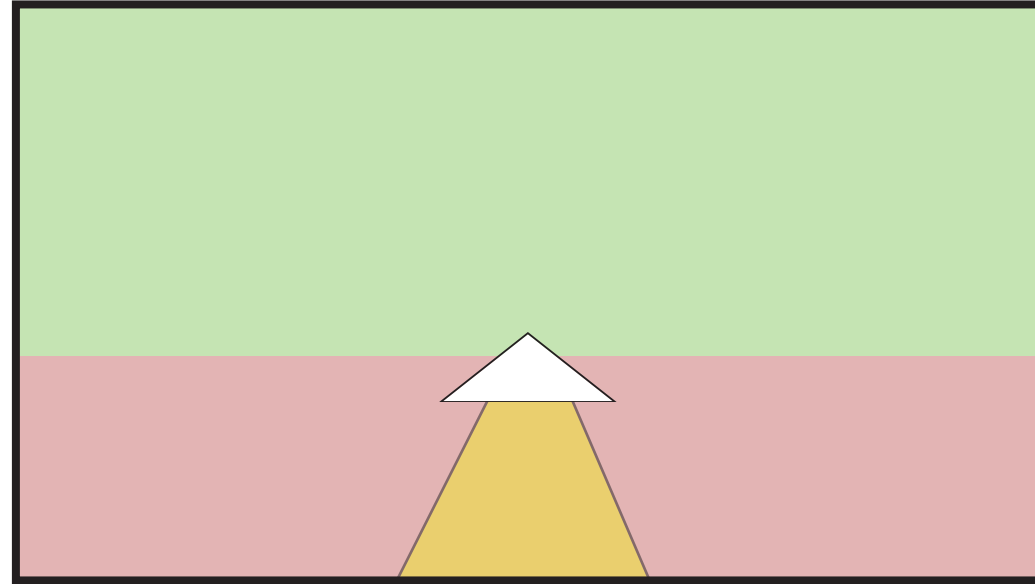
Camera Control Redesign Document

Dylan Goff

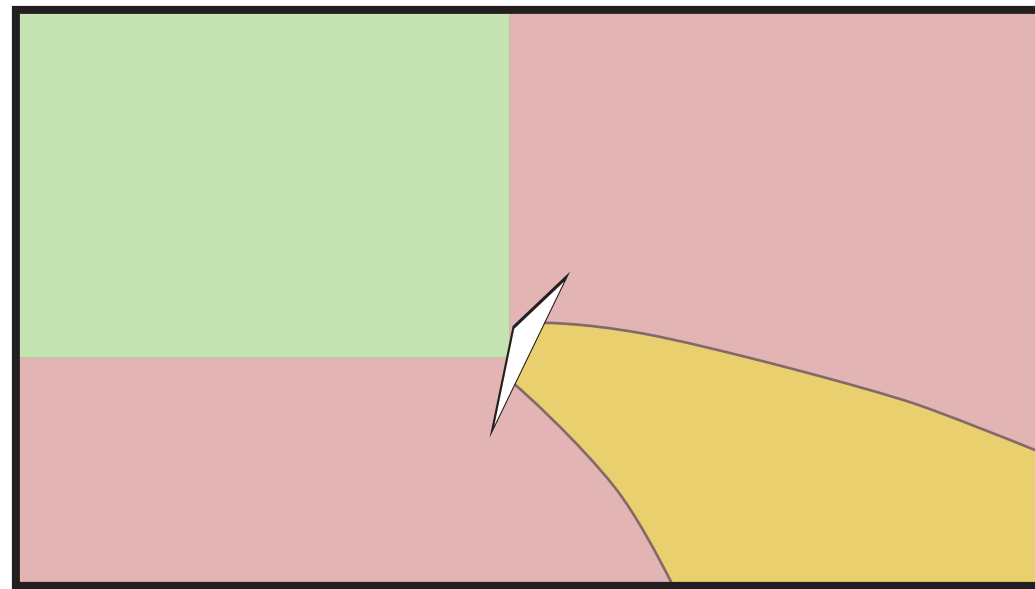
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CURRENT CAMERA CONTROLS

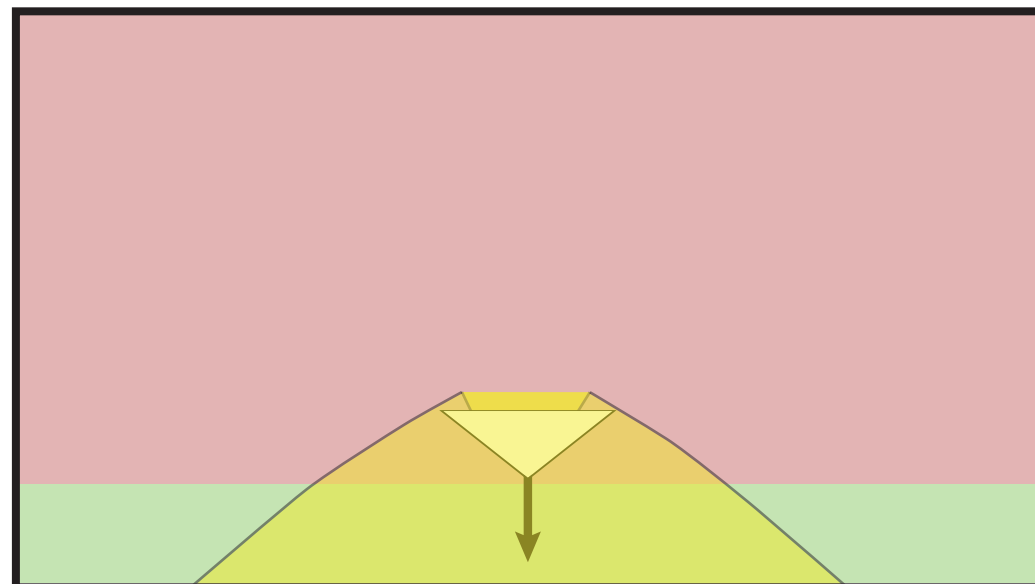
Moving **FORWARD**



Turning **HORIZONTALLY**

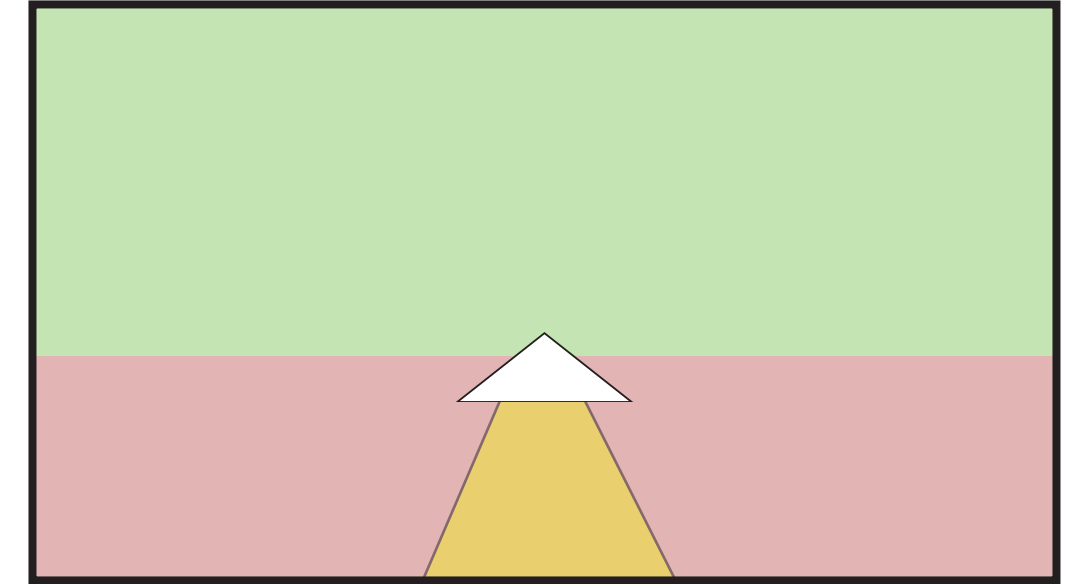


Turning **VERTICALLY**

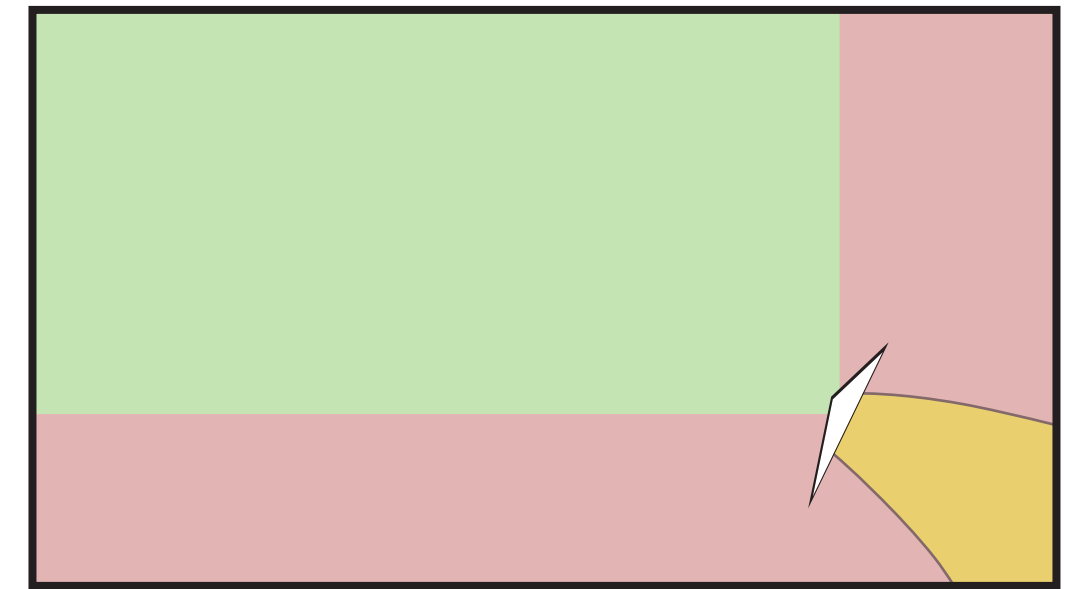


PROPOSED CAMERA CONTROLS

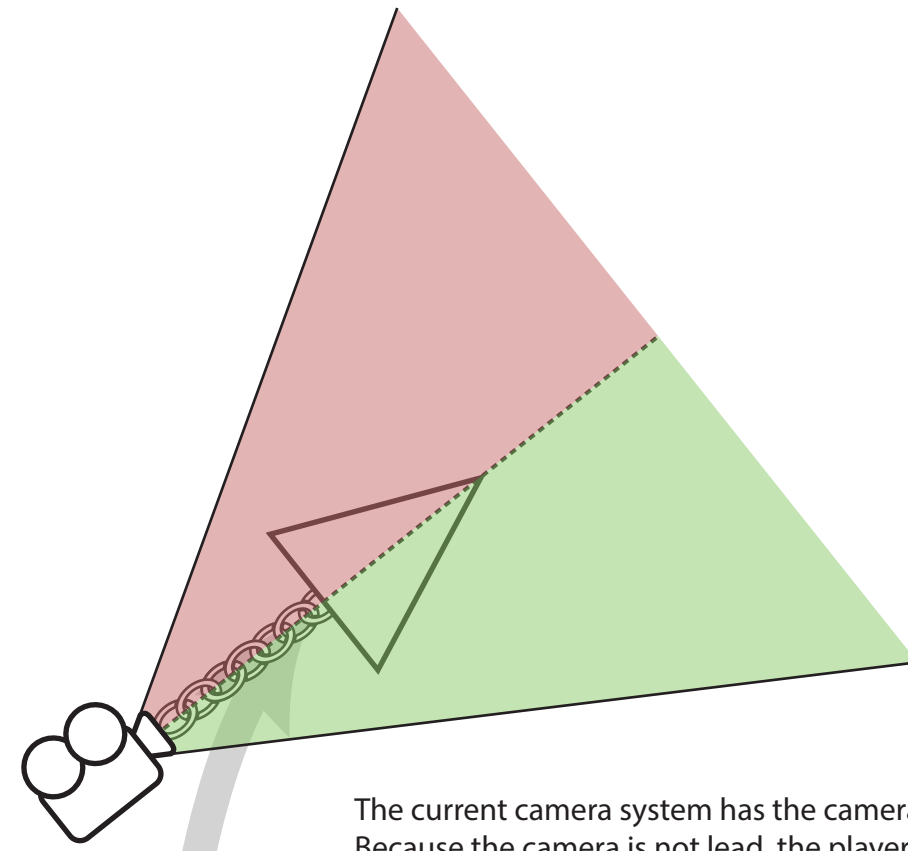
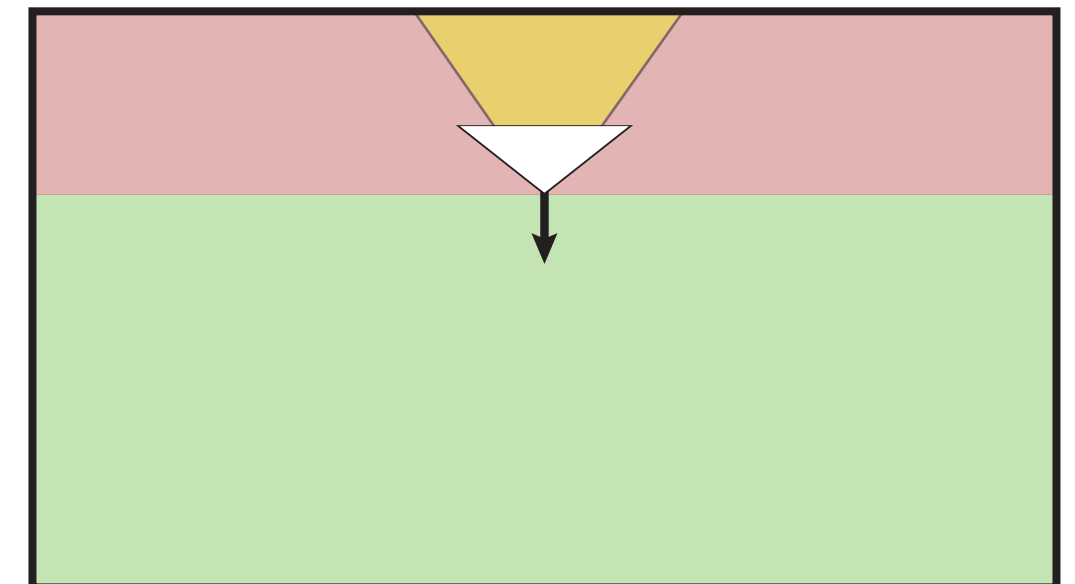
Moving **FORWARD**



Turning **HORIZONTALLY**



Turning **VERTICALLY**

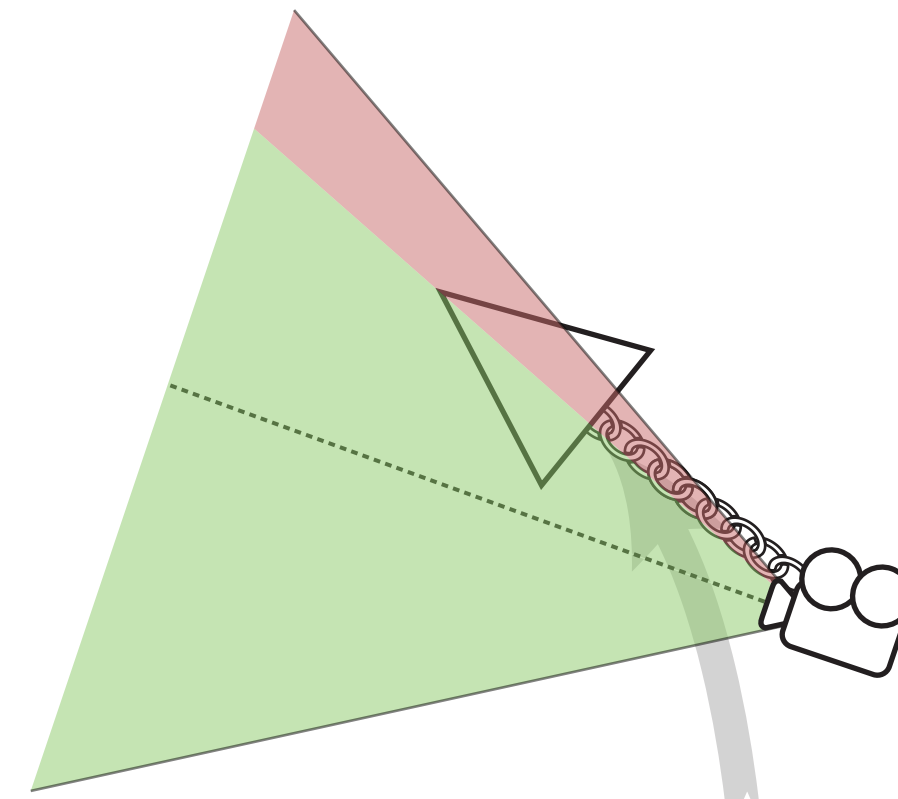


The current camera system has the camera rigidly follow the player. Because the camera is not lead, the player's screen is filled with unactionable space.

If someone is trying to turn right, what is to the left of them is not irrelevant; what is to the right of them (obstacles, objectives, etc.), is vital for their ability to maneuver with intention.

Actionable Space: Screenspace populated by information that the player needs for a given action.

Unactionable Space: Screenspace that does not impact player decision-making.



By rotating the camera in the direction the player is turning, their view of what will be coming into their path is much larger than with the previous system. Players should no longer feel as though they run into things that they cannot see.