Camera

The screen is your viewport

- Making your game world larger than one screen is relatively simple.

- This is mainly for 2D games, but the principle applies to 3D too.

BASIC IDEA

- Camera points at our point of interest, say, player's character.

- When the player moves, the camera moves.

- Player's character stays more or less immobile, the world moves around.

iN PRACTISE

- Camera stays put, world moves!

- "Worldx, Worldy"

- Apply world coordinates to all draws

  - drawsprite(spritex-worldx,spritey-worldy);

- Everything must support clipping!

- Instead of pointing at the player, point slightly towards where player is moving!
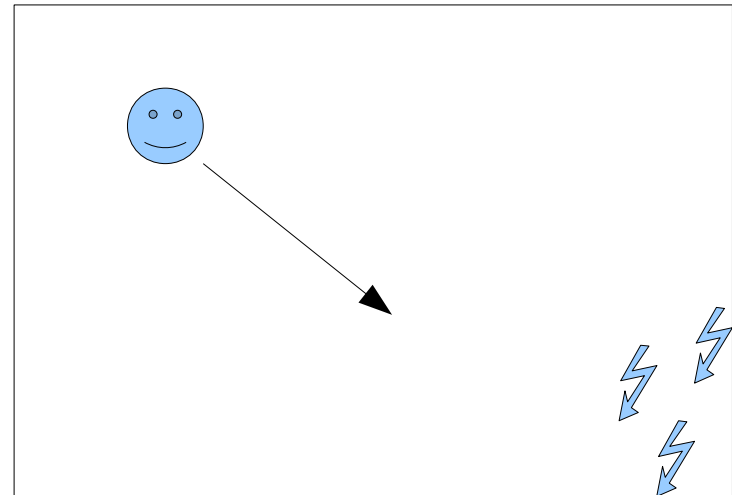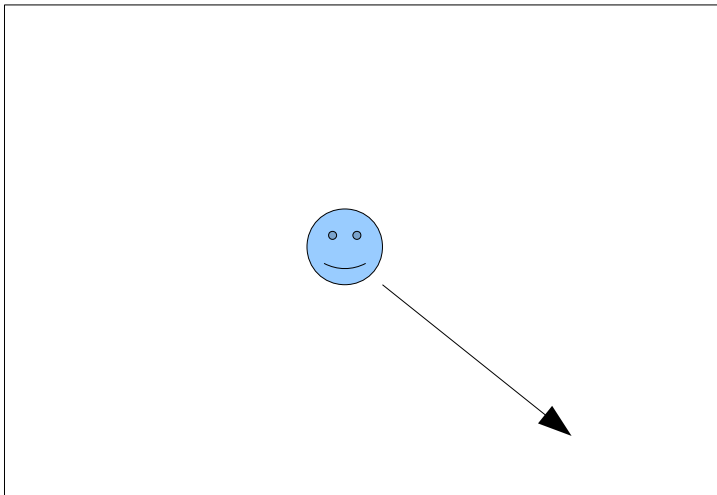
- Instead of using the values directly, apply some low pass filtering!

- Don't draw what's not on screen!

- You can do a relatively cheap collision check with the screen (rect-rect) and skip rendering.

- Whether you can skip AI and related processing depends on the game.