

# Camera Mechanics

## (Howl of Iron)

### Camera

- The camera is at a distance "d" from the player.
  - The camera frames the full body werewolf with its back to the player in the lower third.
- It has two states:
  - Hunting: Standard state
  - Combat: When an enemy enters Combat state the camera moves away from the player resulting in a "zoomed-in view" of the environment at approximately 45° from the player.
  - The camera moves independently of the wolf and is controlled with the right joystick.
  - Intermediate speed turn

### Targeting System

- Player is detected by an enemy (deactivatable in the setting menu AUTOFIXED)
- Manual fixation

# Combat Camera

Switches to Combat mode if:

- If the player is detected by an enemy and it switches to its Combat state (Mutton, Owlman, Hunter) The Combat mode is exited if:

- All enemies that were in Combat state go to Alert state
- 5 seconds have passed since the occurrence of condition before

## Exceptions

- The camera will be scripted when:
  - The character climbs by making a dive shot from below.
  - During the execution from above, during the fall, the camera will be placed on top of the wolf looking at the target.
  - During the finisher moment, the camera will be positioned sideways around the enemy and the Wolfman while the animation is performed as if there is a third person watching.

The camera position will depend on the following:

- If there is a live enemy near the Werewolf, the camera will point at him. So the player will be looking at him when/if he performs the automatic skill tree launch.
- If there isn't a live enemy near the Werewolf, the camera will point to an angle that shows well the animation of the Werewolf's finisher (we may need more than one angle so the finisher doesn't become repetitive).