Doomsday Engine - Feature #1159

Screen Tilting

2003-05-22 18:36 - skyjake

Status:	Closed	Start date:	2003-05-22
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

So that the screen is able to tilt left/right. Like when the player is killed rather than the camera just sinking to the ground (as if his body melts away) it would be more realistic if the camera view toppled over and hit the ground. This could also be implemented into the gameplay like in Duke Nukem, where you could look over your shoulder to see if anyone was behind you. Also it could be used when the player jumped, so that you could jump over a monster and still be able to keep him in your view.

What would be nice is scriptable screen effects, ie when the player died you could create a script that would fade the whole view to red, changed the POV etc...

Labels: Gameplay