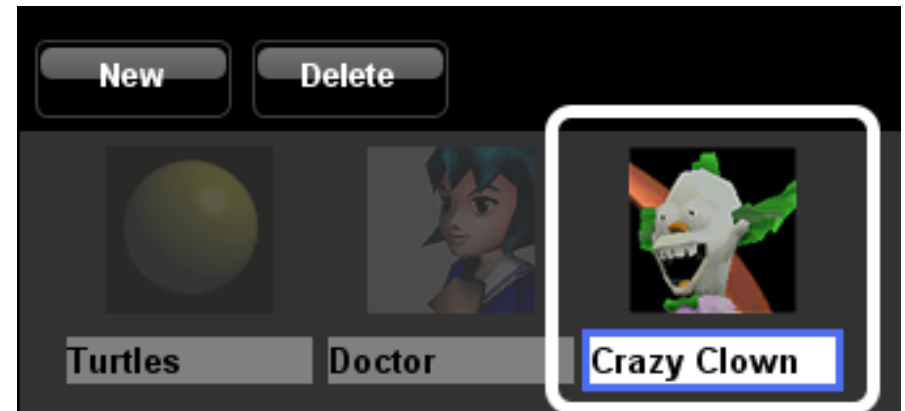


How to start the game from a 1st person perspective

Decide which breed or agent you want the player to control during the game.

In this example, I created a new breed called "Crazy Clown." The player will control the movement of Crazy Clown in this game so I want to start the game from a Crazy Clown agent's perspective.



Create a Crazy Clown agent in the Setup block

1. Go to the My Blocks palette.
2. Open the Crazy Clown breed drawer.
3. Drag out the Create-Do block and attach it to the bottom of the Setup block on the Setup page of the canvas.
5. Change the num of Crazy Clown agents to 1.



Set agent camera

1. Back on the Factory palette, open the Controls drawer.
2. Find and drag the set agent camera block to the "do" section of the create Crazy Clown block.
3. Open the Traits drawer and drag the ID block to connect to the right of the set agent camera block. The ID block represents the ID number of the Crazy Clown agent that you are creating.
4. Open the Controls drawer again and drag the over shoulder block to connect right below the set agent camera block. This sets the camera position so that it looks like you're looking over the shoulder of the agent that you are controlling.



Go to your Spaceland window and click the setup button.

You should be seeing from behind the shoulder of the agent that you picked to be controlled by your player.

