CHOOSING THE PERSPECTIVE OF THE PLAYER'S CAMERA IN MOBILE GAMES

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In today's world, mobile game development is evolving as fast as you can scroll through TikTok. According to data, the market is projected to generate $98 billion in 2026.

Given this, mobile game development is moving beyond the indie niche – where students used to create projects for fun – and is becoming a battleground for major game development giants. With the arrival of big business in game design, standardized yet effective approaches are emerging. This is particularly relevant when choosing the player's camera perspective.

Due to the small screen size, developers often try to maximize the field of view in action games by placing the camera behind the character's shoulders – for example, in PUBG Mobile (Fig. 1). In strategy and casual games, the camera is usually placed from the side or top, as seen in League of Legends: Wild Rift (Fig. 2). In games where quick reactions and precise aiming are critical, the first-person perspective becomes essential – such as in Hitman Sniper (Fig. 3). The undeniable advantage of this perspective is the deep immersion it provides, allowing the player to fully inhabit the character.
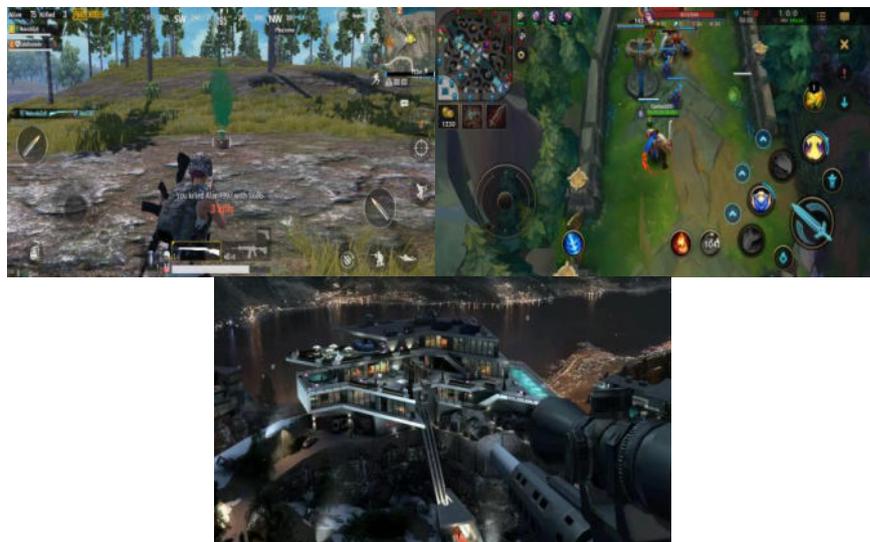
a)   b)   c)

Figure 1 – Examples of the cameras behind the character's shoulders:
a) PUBG: Mobile, b) in League of Legends: Wild Rift, c) Hitman Sniper

From this, we can conclude that when choosing a camera perspective in mobile games – just like in games on larger platform – developers should consider the peculiarities of the genre, the needs of the player, and the artistic vision of the game.