

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CameraController : MonoBehaviour
{
    public GameObject player;
    private Vector3 offset;
    // Start is called before the first frame update
    void Start()
    {
        // offset value - find position of camera and subtract position of player
        offset = transform.position - player.transform.position;
    }

    // Update is called once per frame but also runs after all frames have run and been rendered
    void LateUpdate()
    {
        transform.position = player.transform.position + offset;
    }
}
```