

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CameraController : MonoBehaviour
6 {
7     public Transform target;
8
9     // Start is called before the first frame update
10    void Start()
11    {
12
13    }
14
15    // Update is called once per frame
16    void Update()
17    {
18        transform.position = new Vector3(target.transform.position.x,
19                                          target.transform.position.y, transform.position.z);
20    }
21 }
```