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 = transform.position - player.transform.position;

    }

    // Update is called once per frame

    void LateUpdate()

    {

        transform.position = player.transform.position + offset;

    }

}