# Tutorial 2 How to make a Video Game in Unity - CAMERA FOLLOW (E04)

<https://www.youtube.com/watch?v=HVB6UVcb3f8&list=PLPV2KyIb3jR5QFsefuO2RlAgWEz6EvVi6&index=5>

1. Open UNITY project
2. Drag main camera under the player (the cube) so camera moves with the player
3. Take the camera and un parent it from the Cube
4. Then make the camera only follow only the position of the player
5. Use and open a script
6. Add component, and call it something, for this instance use ‘followplayer’ as a name for the component
7. Write following code
8. using System.Collections;
9. using System.Collections.Generic;
10. using UnityEngine;
11. public class followplayer : MonoBehaviour
12. {
13. public Transform player;
14. public Vector3 offset;
15. // Update is called once per frame
16. void Update()
17. { transform.position = player.position + offset;

19. save