

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

public class CameraFollow : MonoBehaviour
{
    public GameObject PlayerObject;

    private Vector3 offset;

    void Start()
    {
        offset = transform.position - PlayerObject.transform.position;
    }

    void LateUpdate()
    {
        transform.position = PlayerObject.transform.position + offset;
        Vector3 clampedPosition = transform.position;
        clampedPosition.x = Mathf.Clamp(transform.position.x,
HelperClass.LOWER_LEVEL_BOUNDS, HelperClass.UPPER_LEVEL_BOUNDS);
        transform.position = clampedPosition;
    }
}
```