using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraMovement : MonoBehaviour

{

public Transform target;

public float smoothSpeed = 0.125f;

public Vector3 offset;

void FixedUpdate()

{

Vector3 desiredPosition = target.position + offset;

Vector3 smoothedPosition = Vector3.Lerp(transform.position, desiredPosition, smoothSpeed);

transform.position = smoothedPosition;

//transform.LookAt(target);

}

}