**CAMERA CODE**

// The camera will be behind the character

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraFollower : MonoBehaviour

{

public void LookAtTarget()

{

Vector3 \_lookDirection = objectToFollow.position - transform.position;

Quaternion \_rot = Quaternion.LookRotation(\_lookDirection, Vector3.up);

transform.rotation = Quaternion.Lerp(transform.rotation, \_rot, lookSpeed \* Time.deltaTime);

}

public void MoveToTarget()

{

Vector3 \_targetpos = objectToFollow.position +

objectToFollow.forward \* offset.z +

objectToFollow.right \* offset.x +

objectToFollow.up \* offset.y;

transform.position = Vector3.Lerp(transform.position, \_targetpos, followSpeed \* Time.deltaTime);

}

private void FixedUpdate()

{

LookAtTarget();

MoveToTarget();

}

public Transform objectToFollow;

public Vector3 offset;

public float followSpeed = 10;

public float lookSpeed = 10;

}