1. Create Data for Camera System

```
[Serializable]
public sealed class CameraData
{
    public Transform transform;
    public float3 offset;
}
```

2. Write Camera Follow System

```
[Serializable]
public sealed class CameraFollowSystem : IContextInit, IContextLateUpdate
{
    private IValue<IEntity> _character;
    private CameraData _cameraData;

    public void Init(IContext context)
    {
        _character = context.GetCharacter();
        _cameraData = context.GetCameraData();
        this.UpdatePosition();
    }

    public void LateUpdate(IContext context, float deltaTime)
    {
        this.UpdatePosition();
    }

    private void UpdatePosition()
    {
        _cameraData.transform.position = _character.Value.GetPosition().Value +
_cameraData.offset;
    }
}
```

3. Write Camera Installer

```
public sealed class PlayerCameraInstaller : SceneContextInstallerBase
{
    [SerializeField]
    private CameraData cameraData;

    public override void Install(IContext context)
    {
        context.AddCameraData(this.cameraData);
        context.AddSystem<CameraFollowSystem>();
    }
}
```