using UnityEngine;

public class CameraFollow : MonoBehaviour

{

public Transform player;

Vector3 offset;

// Start is called before the first frame update

void Start()

{

offset = transform.position - player.position;

}

// Update is called once per frame

void Update()

{

Vector3 targetPos = player.position + offset;

targetPos.x = 0 ;

transform.position = targetPos;

}

}