

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CameraStay : MonoBehaviour {
6     private Rigidbody2D camera;
7     private Transform player;
8
9     public bool isFollowing;
10    [SerializeField] //Provides a variable that can be changed in Unity IDE for ↗
        testing purposes
11    private float xMin = -19;
12    [SerializeField]
13    private float yMin = 12;
14    [SerializeField]
15    private float xMax = 310;
16    [SerializeField]
17    private float yMax = 42.8f;
18
19    public float xOffset;
20    public float yOffset;
21    void Start()
22    {
23        player = GameObject.Find("Player").transform;
24        isFollowing = true;
25    }
26    void Update()
27    {
28        transform.position = new Vector3(Mathf.Clamp(player.position.x, xMin, ↗
            xMax), Mathf.Clamp(player.position.y, yMin, yMax), -10);
29        //The camera doesn't move past the coordinates that are set in the Unity ↗
            IDE
30    }
31 }
32
```