# High Speed Chase

## Overview:

Keep your eyes on the road! In this lesson you will code a new C# script for your camera, which will allow it to follow the vehicle down the road and give the player a proper view of the scene. In order to do this, you’ll have to use a very important concept in programming: variables.

## Project Outcome:

The camera will follow the vehicle down the road through the scene, allowing the player to see where it’s going.

By the end of this lesson, you will be able to:

* Declare variables properly and understand that variables can be different data types (float, Vector3, GameObject)
* Initialize/assign variables through code or through the inspector to set them with appropriate values
* Use appropriate access modifiers (public/private) for your variables in order to make them easier to change in the inspector
* Use the Update and LateUpdate appropriately in order to call one action after another has already happened

[Unity Video Series](https://learn.unity.com/tutorial/1-3-make-the-camera-follow-the-vehicle-with-variables?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)

[Written Instructions](https://drive.google.com/file/d/1WXRTdUNb44bmd_KWyw_gbm2_L-c-RcI8/view?usp=sharing)