

```
1  //Telling what Libraries we can get components from.
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5
6  public class Camera_Movement : MonoBehaviour {
7      //Setting Variables.
8      public Transform target;
9      Camera mycam;
10
11     // Use this for initialization
12     void Start () {
13         //Getting the Camera Component to Manipulate to Follow.
14         mycam = GetComponent<Camera> ();
15
16     }
17
18     // Update is called once per frame
19     void Update () {
20         //variable camera dependent on user screen size
21         //allows for playability on multiple devices.
22         mycam.orthographicSize = (Screen.height / 100f) / 3f;
23
24         if (target)
25         {
26             //Leap towards the player, but have a vector because added to move in ↗
27             //z direction
28             //so that the camera is not right ontop of the 2-D plane
29             transform.position = Vector3.Lerp(transform.position, target.position, ↗
30                 0.1f) + new Vector3(0, 0, -1);
31         }
32     }
33 }
```