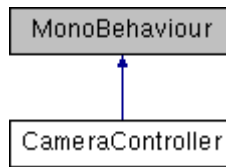# CameraController Class Reference

Position of the camera is controlled based on the player's position. More...

Inheritance diagram for CameraController:

Public Attributes

GameObject	**player**
	Reference GameObject to change the position of camera. More...

Private Member Functions

void	**Start** ()
void	**Update** ()

Private Attributes

Vector3	**offset**
	Difference between the position of reference gameobject and camera. More...

Detailed Description

Position of the camera is controlled based on the player's position.

Member Function Documentation

◆ Start()

void CameraController.Start ( )	`private`

Start method is called on the frame when a script is enabled just before any of the Update methods are called the first time.

◆ Update()

void CameraController.Update ( )   `private`

Update method is called every frame, if the MonoBehaviour is enabled.

Member Data Documentation

◆ offset

Vector3 CameraController.offset   `private`

Difference between the position of reference gameobject and camera.

◆ player

GameObject CameraController.player

Reference GameObject to change the position of camera.

The documentation for this class was generated from the following file:

- Camera Controller Script/CameraController.cs

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