﻿using UnityEngine;

using System.Collections;

// Attach this script to the Main Camera.

// This script will set the transform values for the GameObject it is attached to.

public class ProjectileFollow : MonoBehaviour {

public Transform projectile; // The transform of the projectile to follow.

public Transform farLeft; // The transform representing the left bound of the camera's position.

public Transform farRight; // The transform representing the right bound of the camera's position.

void Update () {

// Store the position of the camera.

Vector3 newPosition = transform.position;

// Set the x value of the stored position to that of the bird.

newPosition.x = projectile.position.x;

// Clamp the x value of the stored position between the left and right bounds.

newPosition.x = Mathf.Clamp (newPosition.x, farLeft.position.x, farRight.position.x);

// Set the camera's position to this stored position.

transform.position = newPosition;

}

}