﻿using UnityEngine;

using System.Collections;

public class CameraFollow : MonoBehaviour

{

public Transform target; //target for the camera to follow

public float xOffset; //how much x-axis space should be between the camera and target

void Update()

{

//follow the target on the x-axis only

transform.position = new Vector3 (target.position.x + xOffset, transform.position.y, transform.position.z);

}

}