

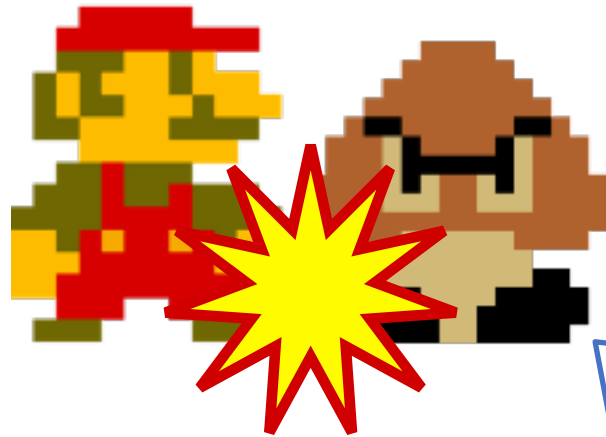
# 1. GameObject Identification

- Use-cases
- Tags
- GetComponent / TryGetComponent
- Finding GO in scene



# GO Identification: Use-cases

OnCollisionEnter2D



What we know: Player.cs  
Collider2D

?

But what did we  
collide with?

?

And how did we  
collide?

