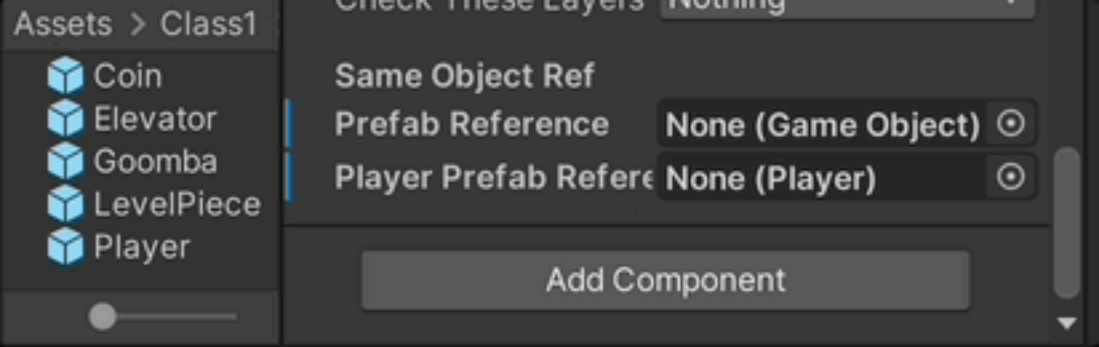
- Player *is* a GameObject

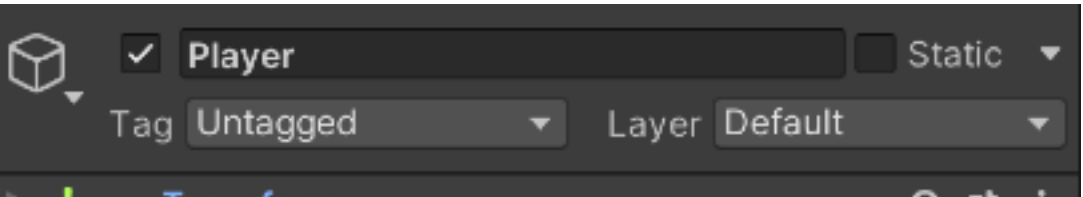
- Player *has* a Player.cs script on it (which is a component)

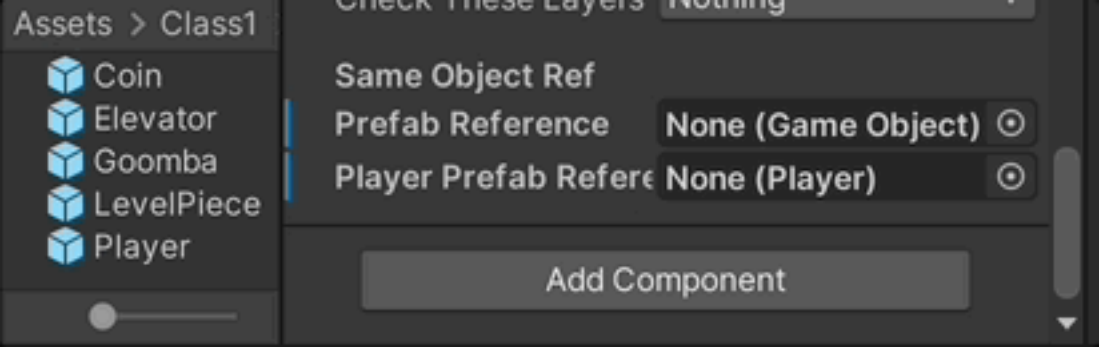
You can reference a GameObject by the GameObject class,

or by one of the components that the GameObject has.

```
[Header("Same Object Ref")]
public GameObject prefabReference;
public Player playerPrefabReference;
```


Assets > Class1
Coin
Elevator
Goomba
LevelPiece
Player
Same Object Ref
Prefab Reference
None (Game Object)
Player Prefab Refere
None (Player)
Add Component


Player
Static
Tag
Untagged
Layer
Default
Transform
Player (Script)
Script
Player


Assets > Class1
Coin
Elevator
Goomba
LevelPiece
Player
Same Object Ref
Prefab Reference
None (Game Object)
Player Prefab Refere
None (Player)
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# Referencing (Game)Objects - by Component

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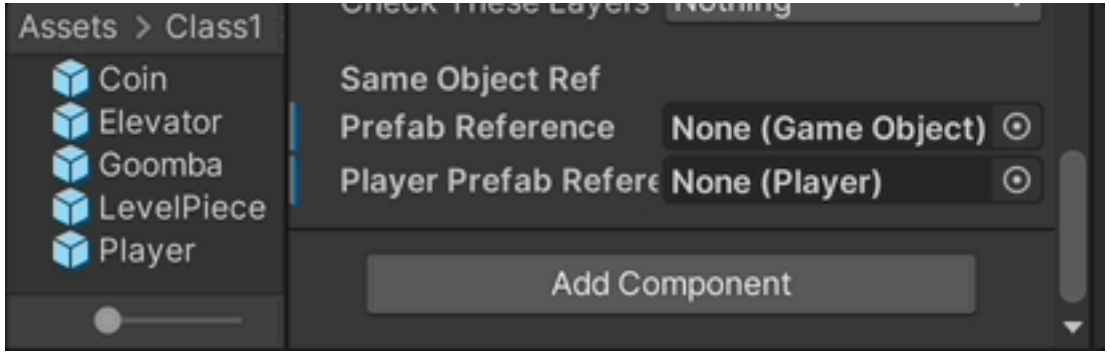
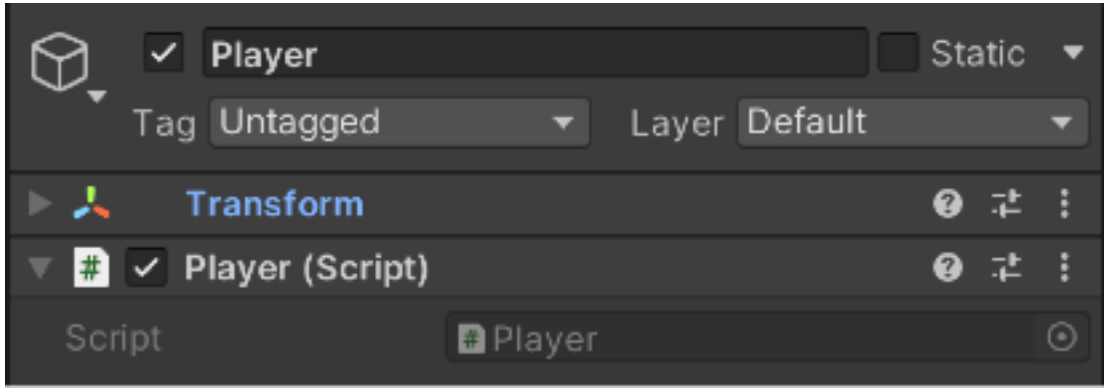
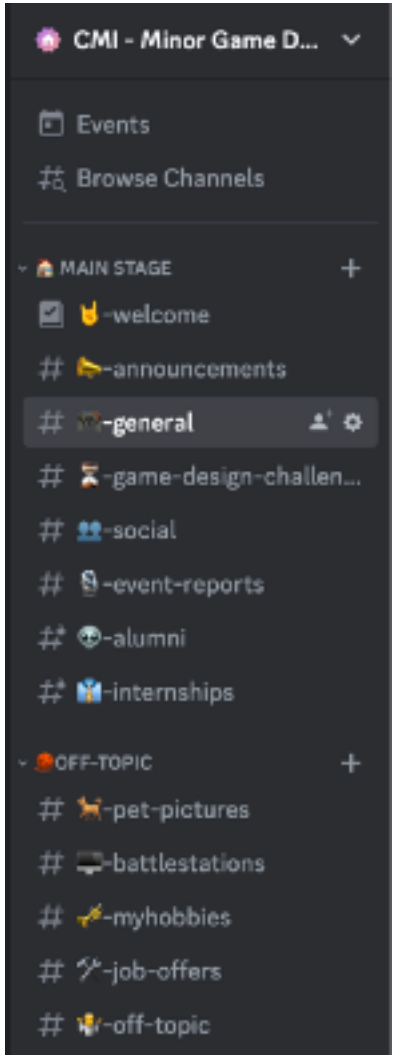


# Help? Discord!

Use Discord to ask dev questions

Server:

CMI - Minor Game Design & Development