GameObject.Find

transform.Find

FindObject(s)OfType<T>

Note: Find functions are CPU-expensive. Keep references (like Lists) of your GameObjects

```csharp
// Identify collided object

void Update
{
    GameObject.Find(""); // NEVER do this in Update
}


private GameObject objectReference;
void Start
{
    // store the reference in a variable from the start
    objectReference = GameObject.Find("");
}
```

GO Identification: Find GO in scene

GameObject.Find

transform.Find

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2. Collections

- Arrays
- Lists
- Dictionaries
- ScriptableObjects