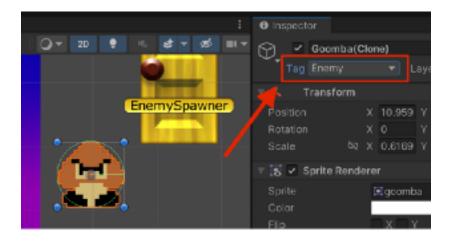
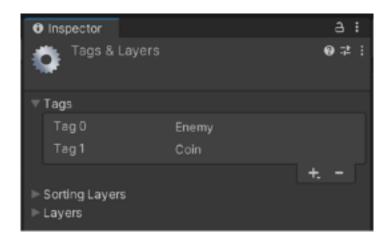
GO Identification: Tags

Tags
GameObject.
CompareTag

```
// Identify collided object by tag

void OnCollisionEnter2D(Collision2D other)
{
   if(other.gameObject.CompareTag("Enemy")){} // do this
   if(other.gameObject.tag == "Enemy"){} // don't do this
}
```







GO Identification: Find GO in scene

GameObject.Find transform.Find FindObject(s)OfType<T>

Pros:

Easy

Cons:

- VERY CPU Expensive
- Finding object by name = trouble
- Bad practice

```
// Find an object in the scene
private GameObject objectReference;

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



Just don't use GameObject.Find().

Ever.