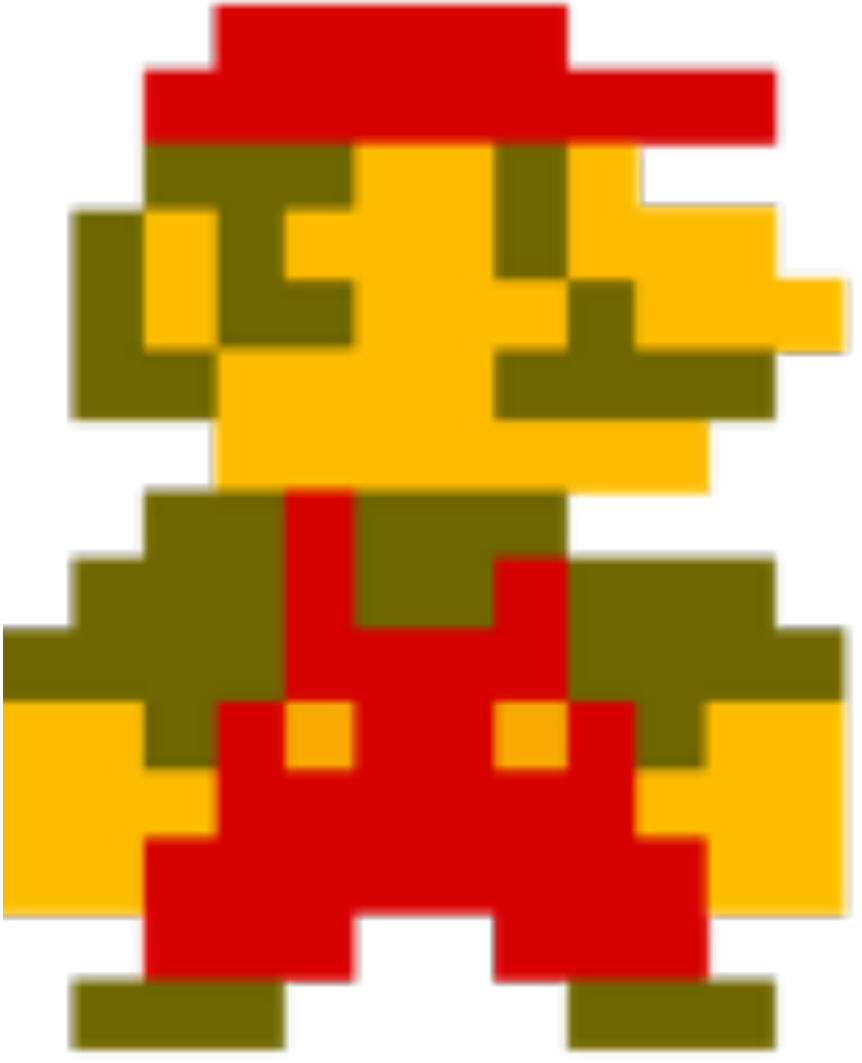
OnCollisionEnter2D

```
// Reference collided GameObject

void OnCollisionEnter2D(Collision2D other)
{
    // store a reference to collided object
    GameObject gO = other.gameObject;
}
```



We've identified that this is a GameObject

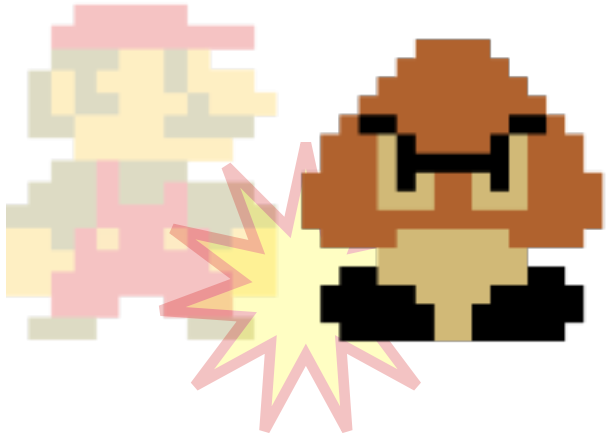
(But we don't yet know what *kind* of GameObject)

GO Identification: Use-cases

OnCollisionEnter2D

```
// Reference collided GameObject

void OnCollisionEnter2D(Collision2D other)
{
    // store a reference to collided object
    GameObject gO = other.gameObject;
}
```



We've identified that this is a GameObject

(But we don't yet know what *kind* of GameObject)

GO Identification: Find script/component

GetComponent

TryGetComponent

GetComponentIn Children/Parents

```
private void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.TryGetComponent(out Enemy enemy))
    {
        enemy.Jump();
    }
}
```

We now know the object is an Enemy because it has the Enemy.cs script on it