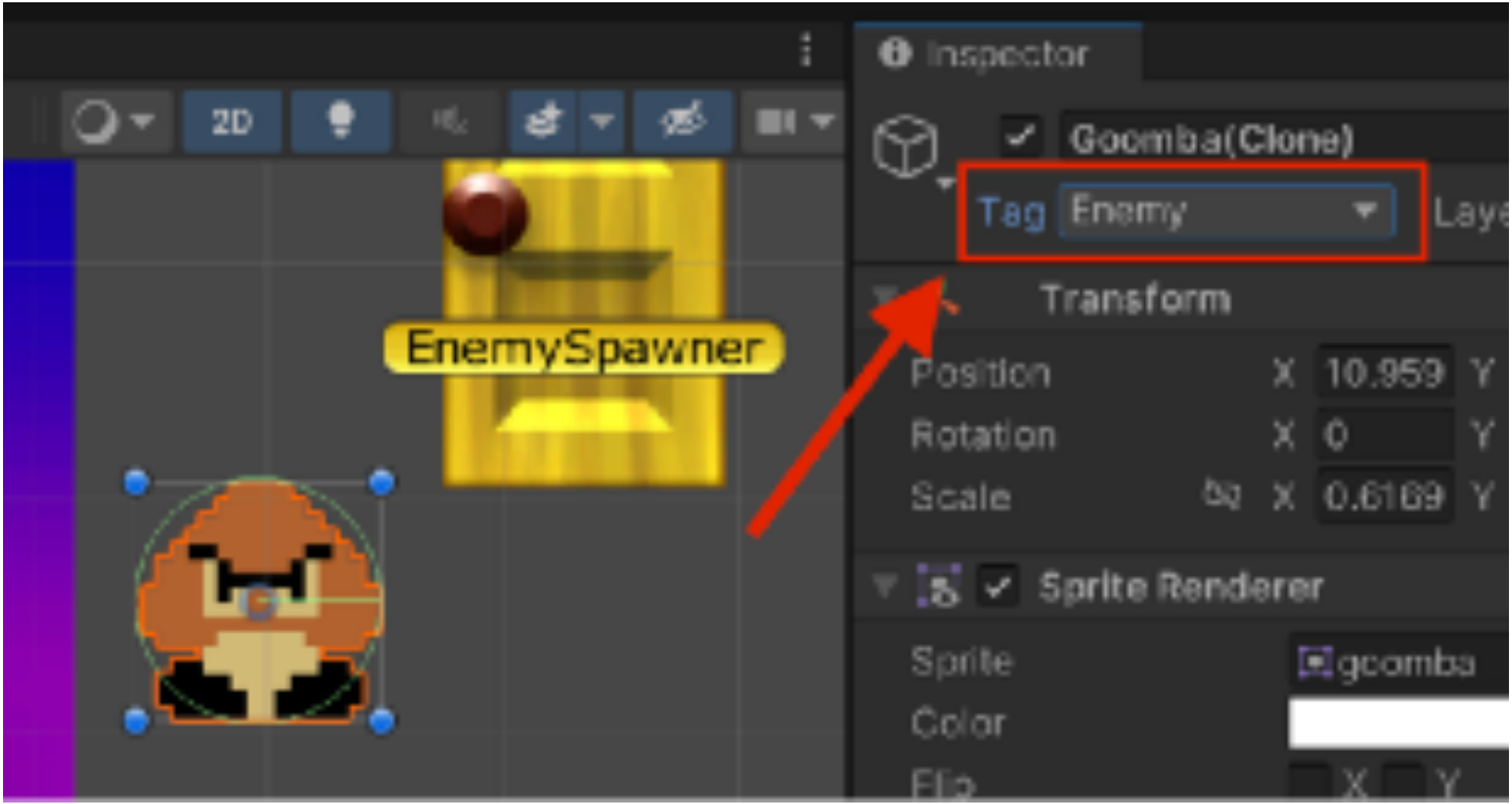
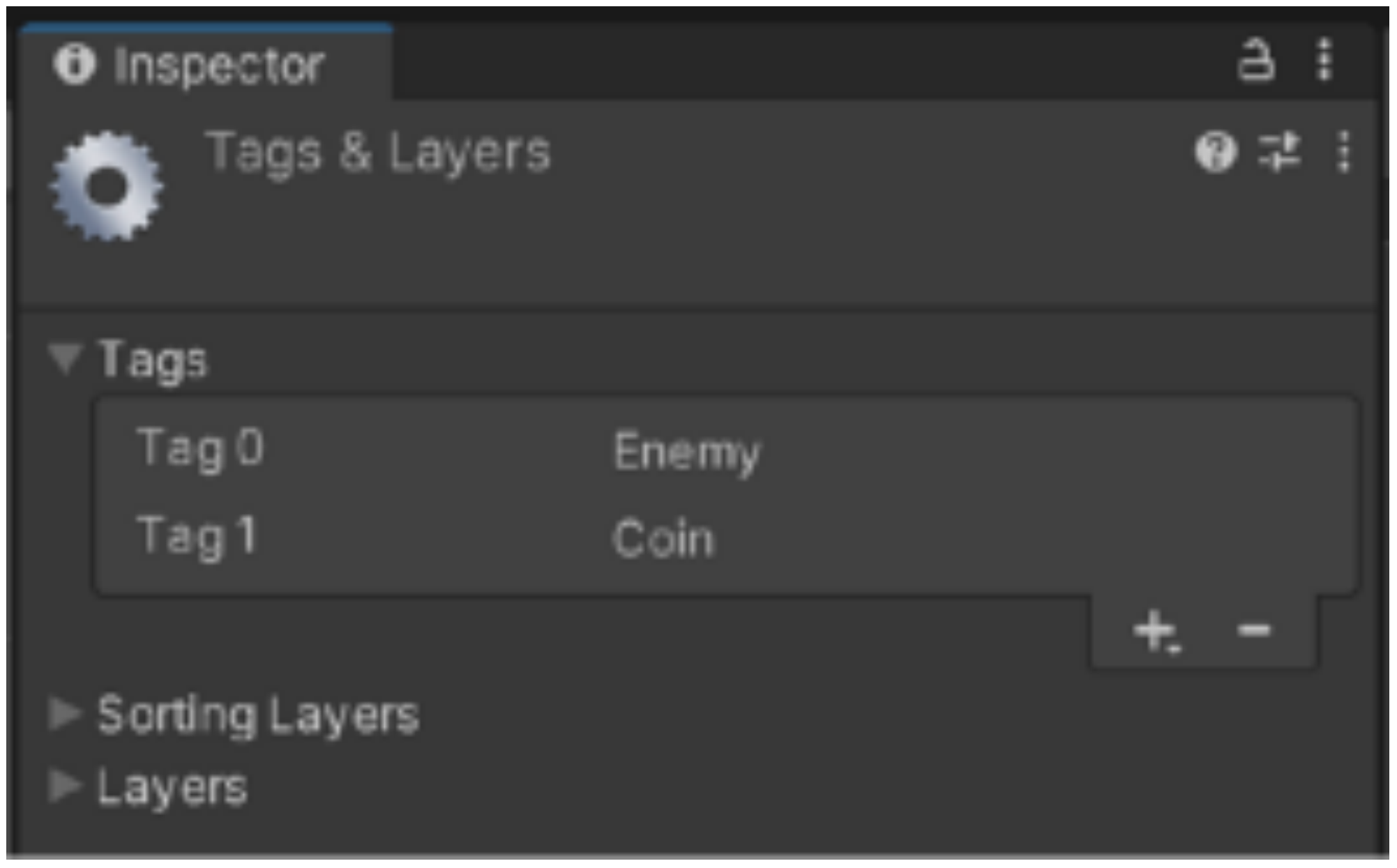
# Tags

# 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
}
```


2D
EnemySpawner
Inspector
Goomba(Clone)
Tag
Enemy
Transform
Position
X 10.959
Rotation
X 0
Scale
X 0.6169
Sprite Renderer
Sprite
gcomba
Color


Inspector
Tags & Layers
Tags
Tag 0
Enemy
Tag 1
Coin
Sorting Layers
Layers

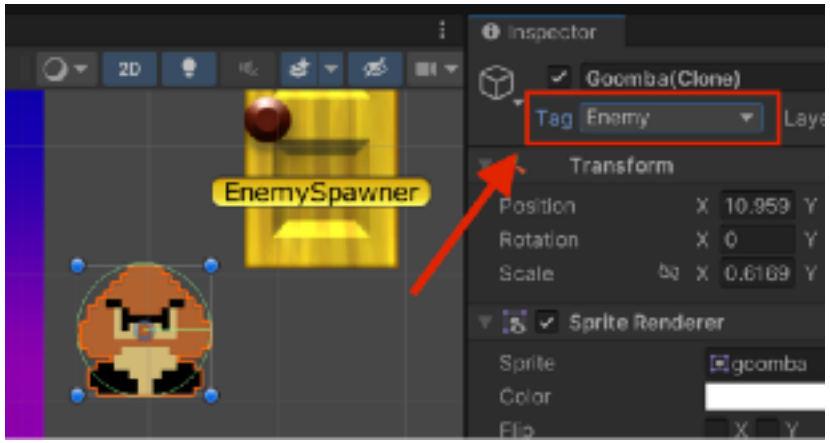
# GO Identification: Tags

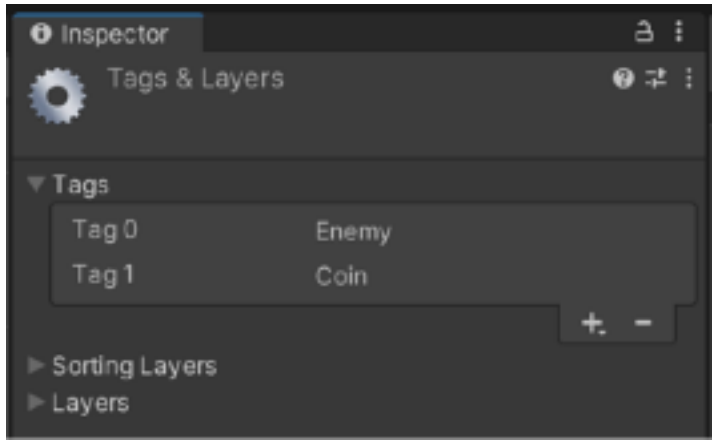
Tags

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