



OnCollisionEnter2D



void OnCollisionEnter2D(Collision2D other)

GameObject g0 = other.gameObject;

// store a reference to collided object

```
// Identify collided object
```

GO Identification: Use-cases

OnCollisionEnter2D

```
// Identify collided object
void OnCollisionEnter2D(Collision2D other)
   // store a reference to collided object
   GameObject g0 = other.gameObject;
```

GO Identification: Tags

Tags

GameObject.

CompareTag