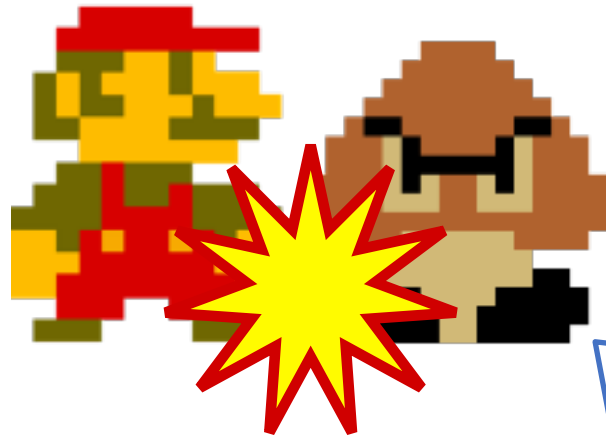


GO Identification: Use-cases

OnCollisionEnter2D



What we know: Player.cs
Collider2D

?

But what did we
collide with?

?

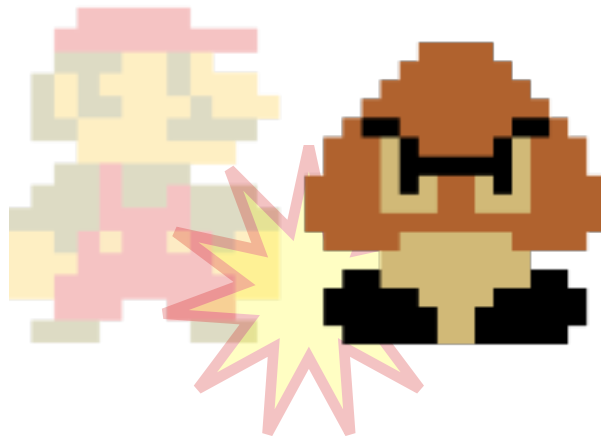
And how did we
collide?



GO Identification: Use-cases

OnCollisionEnter2D

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



We've identified that this is
a GameObject
(But we don't yet know
what *kind* of GameObject)

