





Tags

GameObject.

CompareTag


```
// Identify collided object
```

```
void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.tag == "enemyTag"){
        if(other.gameObject.CompareTag("Enemy")){
        }
    }
}
```

GO Identification: Tags

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```
// Identify collided object  
  
void OnCollisionEnter2D(Collision2D other)  
{  
    if(other.gameObject.tag == "enemyTag"){  
        if(other.gameObject.CompareTag("Enemy")){  
            // Do something  
        }  
    }  
}
```



GO Identification: Find script/component

GetComponent

TryGetComponent

GetComponentIn
Children/Parents

