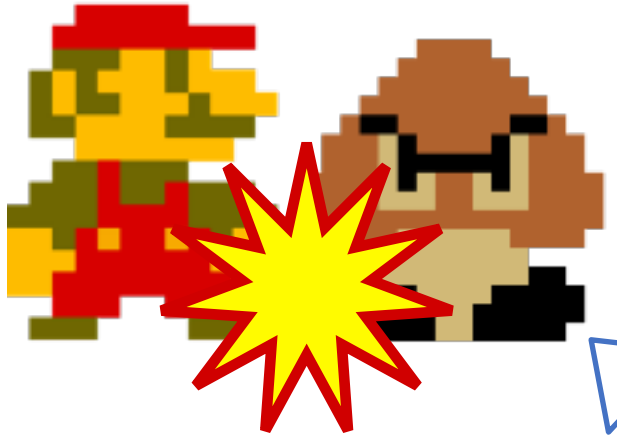
GO Identification: Use-cases

OnCollisionEnter2D



What we know: Player.cs

Collider2D

?

But what did we collide with?

?

And how did we collide?

GO Identification: Use-cases

OnCollisionEnter2D