

# Unity's Component-based workflow



- ◀ Player Object in Inspector view
- Inspector shows all components per GameObject
- Every item here is a component:  
    Transform / Player (Script) / Capsule Collider
- Every component can be referenced by script:

```
public GameObject playerObject;  
  
Transform tf = playerObject.GetComponent<Transform>();  
Player playerScript = playerObject.GetComponent<Player>();  
CapsuleCollider2D cc2D = playerObject.GetComponent<CapsuleCollider2D>();
```



# Referencing (Game)Objects – Public variables

Public variable shows up in the Inspector view

Use this for referencing other objects

**Warning:** Don't drag scripts from the Project view into the Inspector view!

Always use scripts that are already in the scene.

