

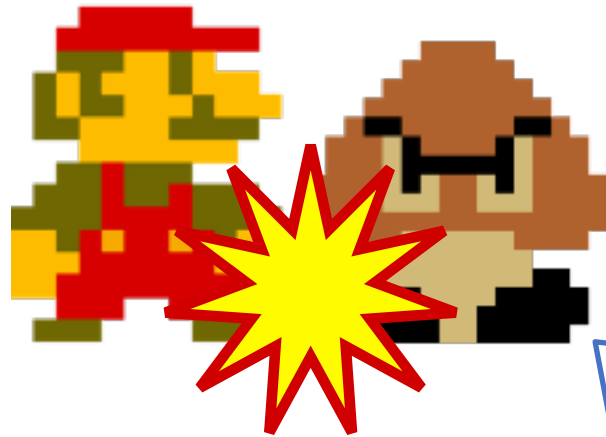
1. GameObject Identification

- Use-cases
- Tags
- GetComponent / TryGetComponent
- Finding GO in scene



GO Identification: Use-cases

OnCollisionEnter2D



What we know: Player.cs
Collider2D

?

But what did we
collide with?

?

And how did we
collide?

