- Player *is* a GameObject

- Player *has* a Player.cs script on it (which is a component)

You can reference a GameObject by the GameObject class,

or by one of the components that the GameObject has.

```csharp
[Header("Same Object Ref")]
public GameObject prefabReference;
public Player playerPrefabReference;
```

Coin
Elevator
Goomba
LevelPiece
Player

Check These Layers   Nothing

Same Object Ref

Prefab Reference   None (Game Object) ⊙

Player Prefab Refere None (Player)   ⊙

Add Component

✓	Player			Static ▼
	Tag Untagged ▼		Layer Default	▼

▶ 🔧 **Transform** ❷ 🎚 ⋮

▼ # ✓ **Player (Script)** ❷ 🎚 ⋮

Script　　　　　　　　# Player ⊙
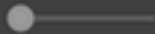
Coin
Elevator
Goomba
LevelPiece
Player

Check These Layers   Nothing

Same Object Ref

Prefab Reference   None (Game Object) ⊙

Player Prefab Refere   None (Player)   ⊙

Add Component

Referencing (Game)Objects - by Component

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