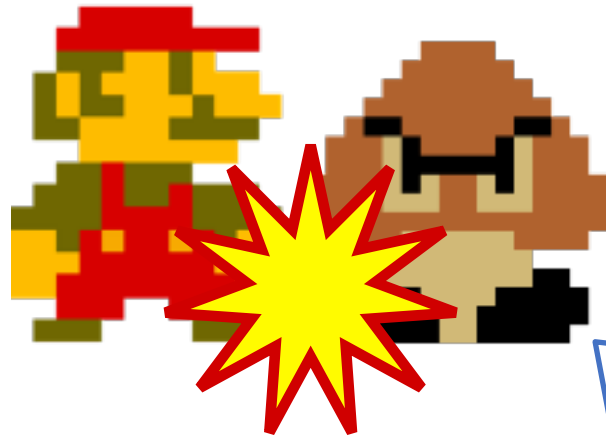


# GO Identification: Use-cases

OnCollisionEnter2D



What we know: Player.cs  
Collider2D

?

But what did we  
collide with?

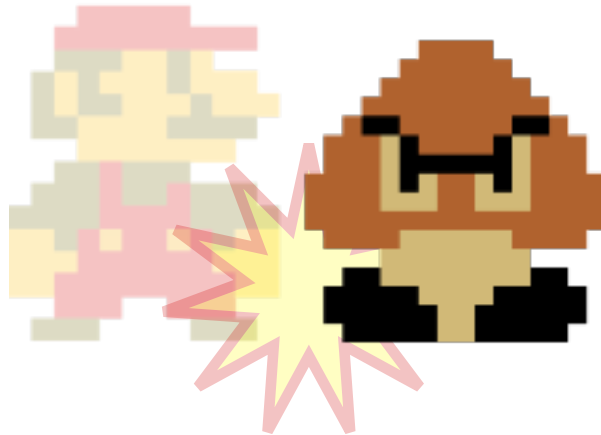
?

And how did we  
collide?



# GO Identification: Use-cases

## OnCollisionEnter2D



We've identified that this is  
a GameObject  
(But we don't yet know  
what *kind* of GameObject)

