





- If you make a variable public, it will show up in the Inspector view
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Inspector **Navigation**

 ☒ **Player** ☐ **Static**

Tag **Untagged** Layer **Default**

Prefab **Open** **Select** **Overrides**

Transform

Position	X	-2.896	Y	0.388	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

☒ **Capsule Collider 2D**

☒ **Rigidbody 2D**

☒ **Player (Script)**

Script **Player**

Movement

Jump Force	10
Walk Speed	5

Hierarchy

+ All

- Class1*
 - Main Camera
 - Goomba
 - Player**
 - Graphics
 - Audio
 - GroundCheck
 - InputHandler
 - LevelPiece
 - Elevator

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Inspector

Navigation



☒ Player ☐ Static

Tag

Untagged

Layer

Default

Prefab




Open

Select

Overrides



Transform

Position

X

-2.899

Y

0.3889

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X





1





Y






1

Z

1

  ☒ Capsule Collider 2D   

  Rigidbody 2D   

  ☒ Player (Script)   

Script

Player



Movement




Jump Force


10




Walk Speed



5



Hierarchy


  All 


 Class1*


  Main Camera 


 Goomba 




 Player 



 Graphics

 Audio

 GroundCheck

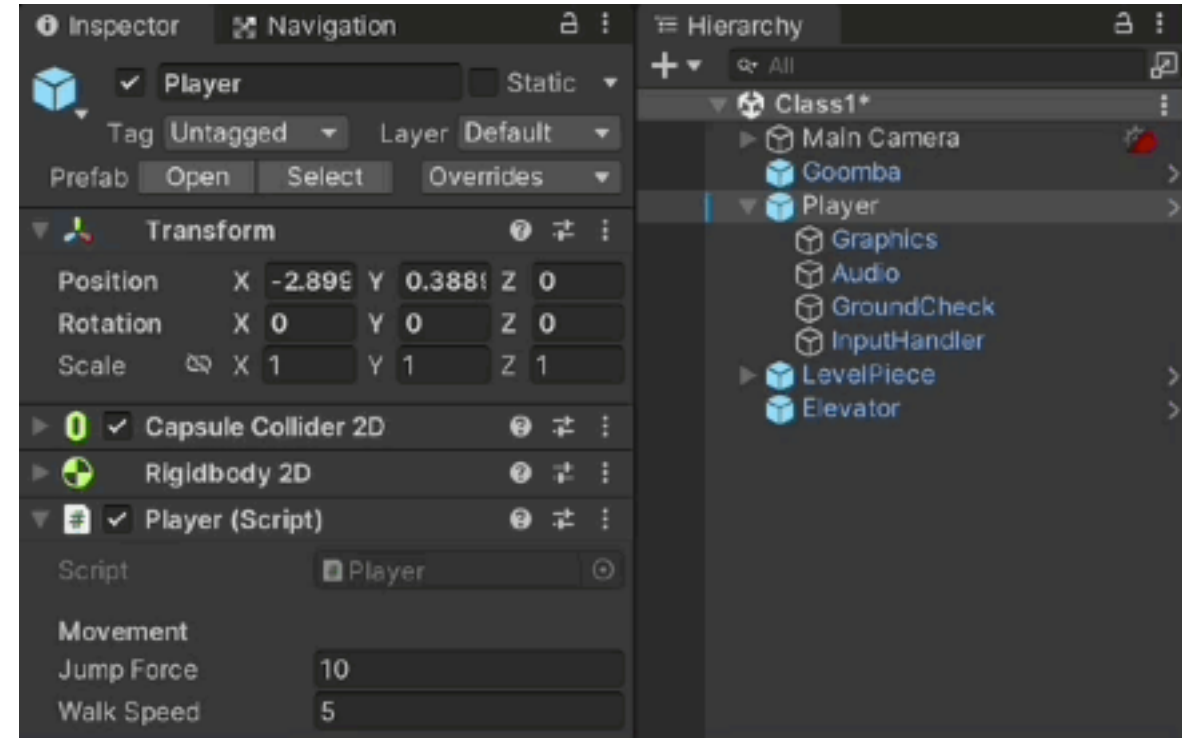
 InputHandler

  LevelPiece 

 Elevator 

Referencing (Game)Objects – Public variables

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Referencing (Game)Objects - by Component

- 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.

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

