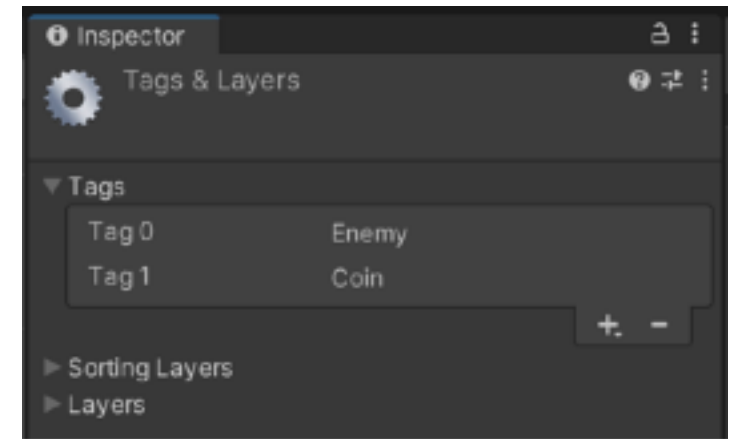
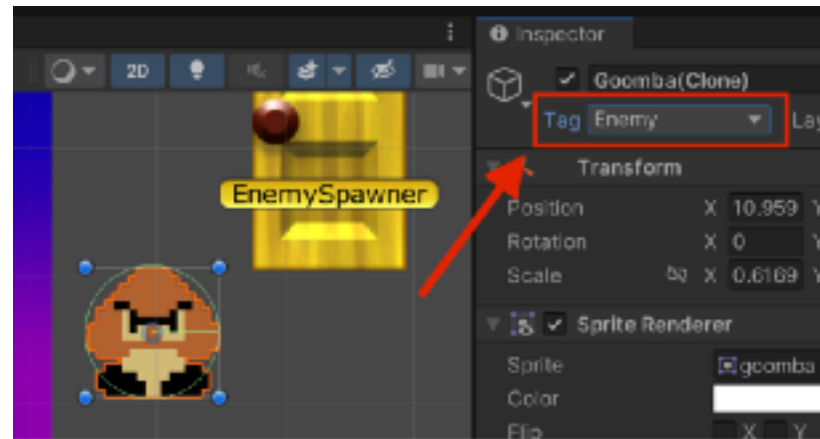


GO Identification: Tags

Tags

GameObject.
CompareTag

```
// Identify collided object by tag  
  
void OnCollisionEnter2D(Collision2D other)  
{  
    if(other.gameObject.CompareTag("Enemy")){} // do this  
    if(other.gameObject.tag == "Enemy"){ } // don't do this  
}
```



GO Identification: Find GO in scene

GameObject.Find
transform.Find
FindObject(s)OfType<T>

Pros:

- Easy

Cons:

- VERY CPU Expensive
- Finding object by name = trouble
- Bad practice

```
// Find an object in the scene  
private GameObject objectReference;  
  
void Start  
{  
    // store the reference in a variable from the start  
    objectReference = GameObject.Find("Player");  
}
```



Just don't use
GameObject.Find().
Ever.

