GetComponent

TryGetComponent

GetComponentIn
Children/Parents

```csharp
// Identify collided object

void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.tag == "enemyTag"){}
    if(other.gameObject.CompareTag("Enemy")){}
}
```

GO Identification: Find script/component

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GO Identification: Find GO in scene

GameObject.Find

transform.Find

FindObject(s)OfType<T>

Note: Find functions are CPU-expensive. Keep references (like Lists) of your GameObjects