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

```csharp
// 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.

2. Collections

- Arrays

- Lists

- Dictionaries

- ScriptableObjects