- 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.

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

Assets > Class1

- Coin
- Elevator
- Goomba
- LevelPiece
- Player

Check These Layers   Nothing

Same Object Ref

Prefab Reference   None (Game Object) ⊙

Player Prefab Refere   None (Player)   ⊙

Add Component

✓ Player		Static ▼
Tag Untagged		Layer Default

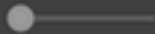| ▶ ⊿	**Transform**		❷ 🎚 ⋮
▼ # ✓	Player (Script)		❷ 🎚 ⋮
Script		# Player	◉

Assets > Class1

- Coin
- Elevator
- Goomba
- LevelPiece
- Player

Check These Layers   Nothing

Same Object Ref

Prefab Reference   None (Game Object) ⊙

Player Prefab Refere   None (Player)   ⊙

Add Component

Referencing (Game)Objects - by Component

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- Elevator
- Goomba
- LevelPiece
- Player

Same Object Ref
Prefab Reference   None (Game Object) ⊙
Player Prefab Refere   None (Player)   ⊙

Add Component

☑ Player   ☐ Static ▼
Tag Untagged ▼   Layer Default ▼
▶ ⊿ Transform   ❓ ⇄ ⋮
▼ # ☑ Player (Script)   ❓ ⇄ ⋮
Script   # Player   ⊙
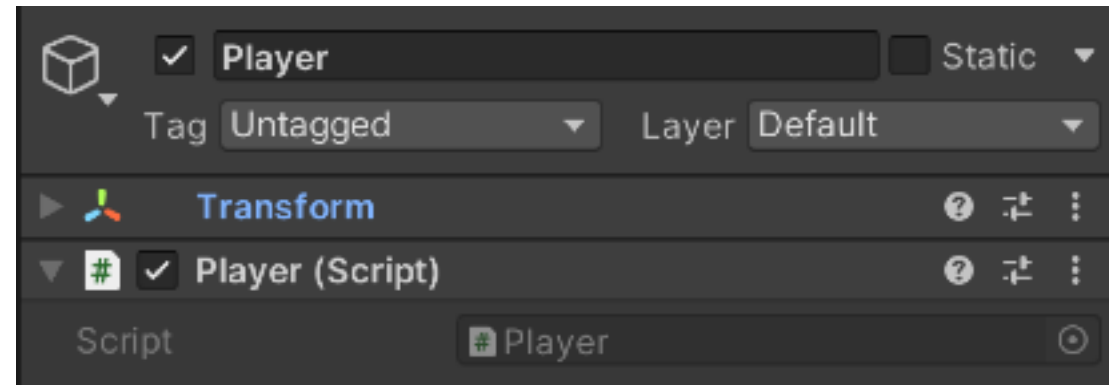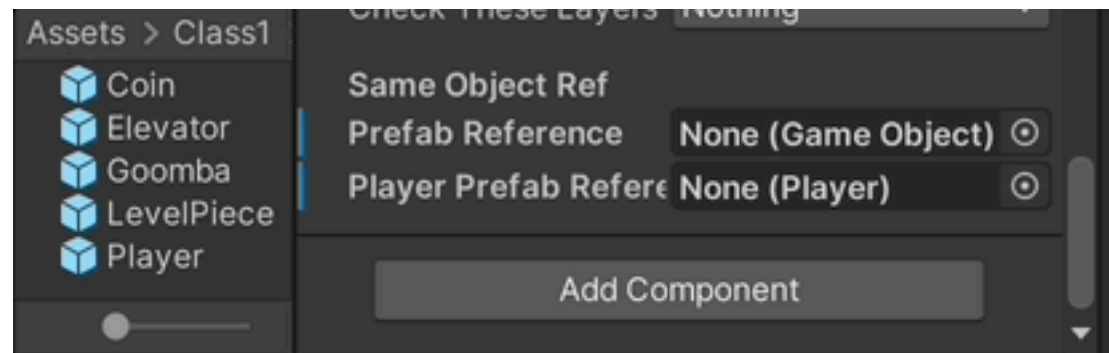
Using Prefabs

- Drag prefabs from Project view into a scene

Learn how to work with prefabs! They are powerful, but can get complicated.
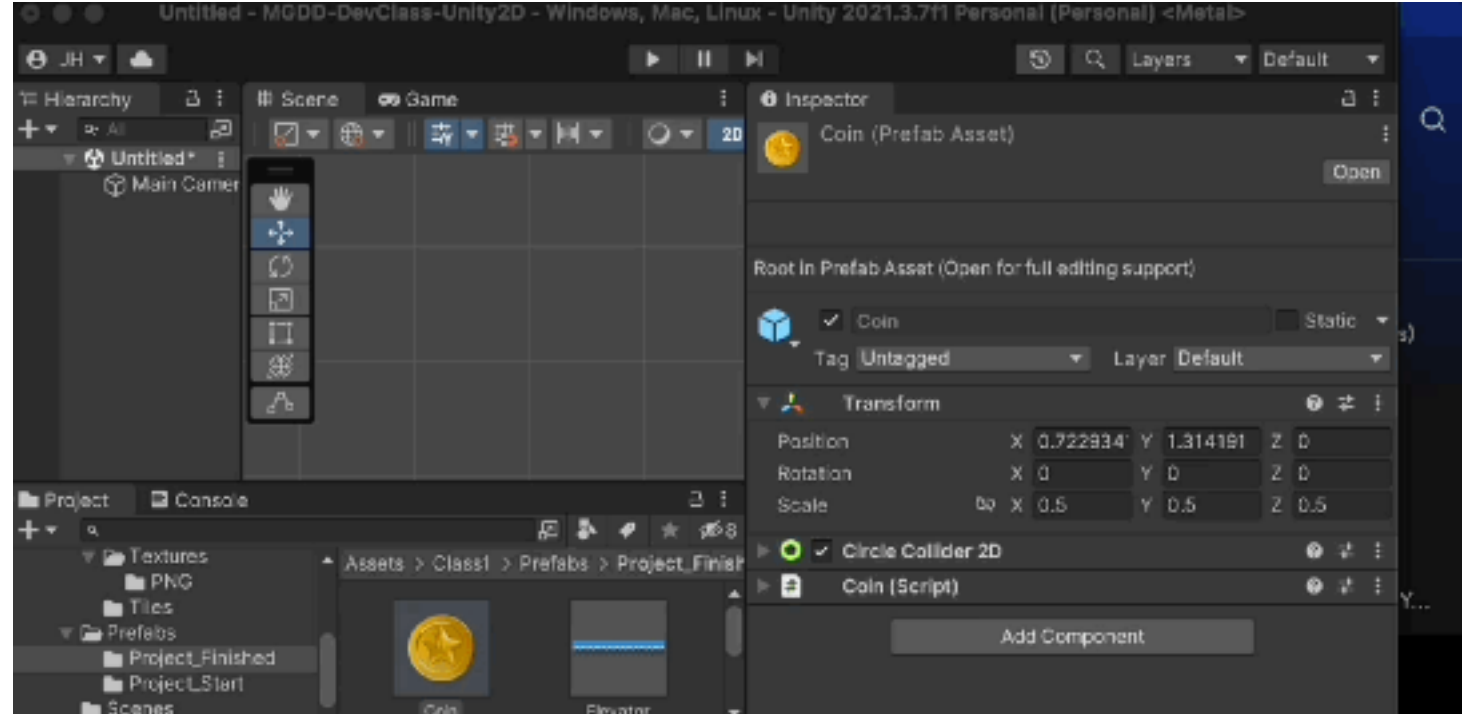
See our Github page for selected tutorials on using prefabs.