Transform

GetChildrenByName   Get children transforms of parent transform by GameObject name.

```
Transform[] children = gameObject.transform.GetChildrenByName("Item");
```

LookAt2D   Rotates transform so the forward vector (or supplied Vector3) points at target's position.

```
gameObject.transform.rotation = gameObject.transform.LookAt2D(currentMousePosition);
```
```
gameObject.transform.rotation = gameObject.transform.LookAt2D(currentMousePosition, Vector3.right);
```

RotateWithInputDelta   Rotate transform with delta input position.

```
gameObject.transform.RotateWithInputDelta(delta, rotateSpeed, mainCameraTransform);
```
Rotate transform along a custom axis with delta input position.

```
gameObject.transform.RotateWithInputDelta(delta, rotateSpeed, mainCameraTransform, RotationAxis.Horizont
```