**21/04/2021**

**Assignment: TAGS**

A Tag is a reference word which you can assign to one or more GameObjects

For example, you might define “Player” Tags for player-controlled characters and an “Enemy” Tag for non-player-controlled characters. You might define items the player can collect in a Scene with a “Collectable” Tag.

Tags help you identify GameObjects for scripting purposes. They ensure you don’t need to manually add GameObjects to a script’s exposed properties using drag and drop, thereby saving time when you are using the same script code in multiple GameObjects.

You can use the [GameObject.FindWithTag()](https://docs.unity3d.com/ScriptReference/GameObject.FindWithTag.html) function to find a GameObject by setting it to look for any object that contains the Tag you want.

## **Creating new Tags:**

The Inspector shows the Tag and Layer drop-down menus just below any GameObject’s name.

## **Applying a Tag:**

The Inspector shows the Tag and Layer drop-down menus just below any GameObject’s name. To apply an existing Tag to a GameObject, open the Tags dropdown and choose the Tag you want to apply. The GameObject is now associated with this Tag.

A GameObject can only have one Tag assigned to it.Unity includes some built-in Tags which do not appear in the Tag Manager:

Respawn

Untagged

* Finish
* EditorOnly
* MainCamera
* Player
* GameController

## 