Apart from Script Communication, if other game object need to be found in the scene for varying its properties then we can use **FindObjectOfType<*type of component attached to that game object*>();** to access its properties.

```csharp
4 references
SurfaceEffector2D varying_surface;

2 references
[SerializeField] ParticleSystem particle;

0 references
void Start()
{
    rb_2d = GetComponent<Rigidbody2D>();
    varying_surface = FindObjectOfType<SurfaceEffector2D>();
    varying_surface.speed = baseSpeed;

}                               will find the game object
0 references                    which is having a Surface
void Update()                      Effector 2D attached
{
    AddTorqueToPlayer();
    RespondToBoost();

}

1 reference
void RespondToBoost()
{
    if(Input.GetKey(KeyCode.Space))
    {
        varying_surface.speed = boostSpeed;
    }
    else
    {
        varying_surface.speed = baseSpeed;
    }
}
```