

Unit 2: Scripting

Lesson 5: Getting components and GameObjects

Activity 5 (🕒 10' minutes): **Matching definitions**

Match the following words on the left with the corresponding purpose or definition on the right. There is only one correct definition for each.

TAG	Symbols to take a type as a parameter
	A generic file in Unity
ANGLE BRACKETS	The name of a GameObject
	A string that identifies groups of GameObjects
FindWithTag	Used to separate parameters in a function call
	Function to get the tag of a GameObject
SCRIPT	A custom component containing code
	Function to find a GameObject by its tag