PlayerInfo.cs

# Overview

Static class that retrieves player info from database. Any script can access methods in this class to get or update player info.

# Setup

1. None since it is a static and global class.

# Methods

## savePlayerData()

* Takes all current info of the player and saves it into memory .

## getName()

* Returns: **string**
* Will return name of the player

## getScore()

* Returns: **string**
* Will return access score of the player