Añadir el script al objeto que se quiera serializar en la jerarquía.

```csharp
using System.IO;
using UnityEngine;

public class Json : MonoBehaviour {
    string path = @"C:\Users\Desktop\fichero.json";

    void Start () {
        //Deserializar
        PlayerSettings player =
JsonUtility.FromJson<PlayerSettings>(File.ReadAllText(path));
        transform.position = player.position;

        //Serializar
        PlayerSettings playerSave = new PlayerSettings()
        {
            position = transform.position
        };

        File.WriteAllText(path, JsonUtility.ToJson(playerSave));
    }
}

class PlayerSettings
{
    public Vector3 position;
}
```

Mover el objeto por el terreno para comprobar que se han guardado los cambios de las coordenadas.