**How to Save and Load using JSON in Unity3D**

Utility from the games boosts up while having access to saving the players’ data as the individual profiles. This enhances the gaming experiences for the players too with astonishing services and ensures a better user base for the gaming platform.

Unity contains an exclusive built-in class for fostering the preferences of the players and saving them precisely for further assistance. Additionally, with the help of JSON, the utility functions exaggerate and there are other add-ons ensured too for facilitating the easy translation of data to the JavaScript Object Notation, and vice-versa.

Moreover, JSON is immensely safe, efficient, reliable, and effective for the utilization of data interchange formats. JSON also ensures reusability and restricts the use of conversion algorithms that enhances the workflow, and immediate changes can effectively and accurately be made to JSON with just a use of a text editor, and that makes it better for varying needs.

Well, Unity uses both JSON, and Scriptable Objects, but why go for a restricted method when JSON is there as a savior!

Using JSON in Unity 3D and saving or loading data is pretty much easier and only requires a bit of step. To efficiently start with the same, go through the complete video, and make your Game Rock!