

Saving Persistent Player Data in Unity

OVERVIEW AND SERIALIZATION CONCEPTS



Michael Baker

UNITY CERTIFIED DEVELOPER

@teknik



Overview and Serialization Concepts



Overview



Editor Serialization

JsonUtility and PlayerPrefs

Persistent Player Data



Working with JsonUtility and PlayerPrefs



Michael Baker

UNITY CERTIFIED DEVELOPER

@teknik



Creating a Persistent Player Data System



Michael Baker

UNITY CERTIFIED DEVELOPER

@tekníc



Helpful Links



JsonUtility:

<https://docs.unity3d.com/ScriptReference/JsonUtility.html>

PlayerPrefs:

<https://docs.unity3d.com/ScriptReference/PlayerPrefs.html>

Script Serialization:

<https://docs.unity3d.com/Manual/script-Serialization.html>

Assets and Meta files:

<https://docs.unity3d.com/Manual/BehindtheScenes.html>

Unity YAML Scene format:

<https://docs.unity3d.com/Manual/FormatDescription.html>

