

Memento



Karoly Nyisztor

DEVELOPER

@knyisztor www.leakka.com

Overview

Motivation

GameSceneManager demo

- Save and load game level data

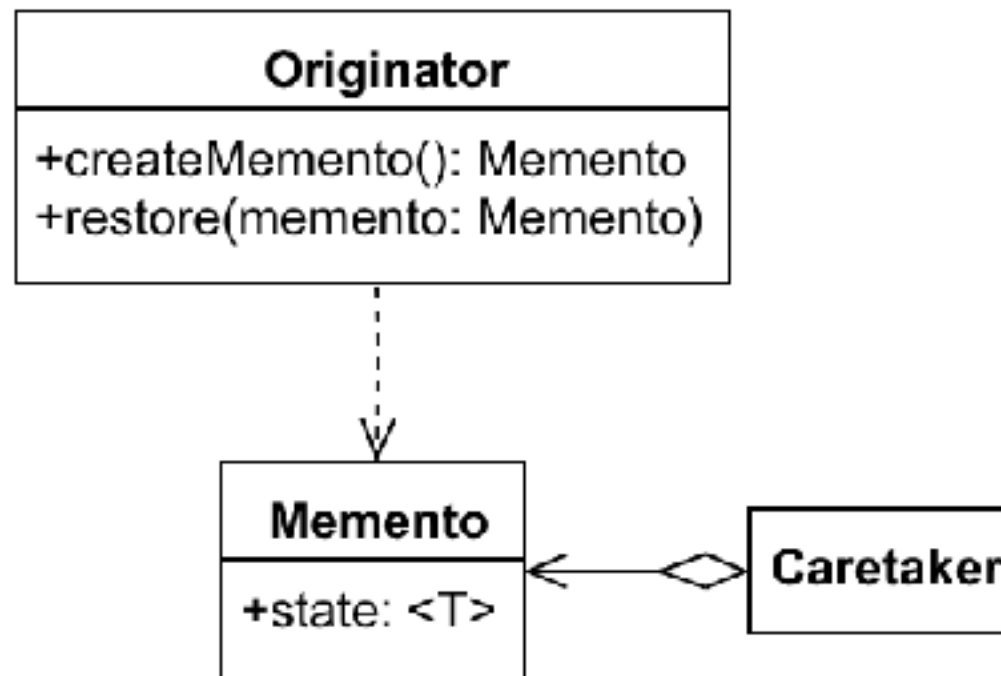
Motivation



Take a snapshot of an object's state

- Make the saved state external
- Allow saving and restoring the state
- Avoid exposing internal data

Memento Design



Originator

- Knows how to save and restore itself

Memento

- Captures the information needed to restore the object's state

Caretaker

- Saves and restores the Originator's state

Memento

Captures the state of an object without exposing its internal data. The saved state can be used to reset the object if needed.

Demo

SceneManager demo

- Create a snapshot of an object's state
- Restore the object to a previous state

Summary

The Memento design pattern:

- Captures fundamental state
- Keeps the subject's data encapsulated
- Allows resetting the object to its original state

Pitfalls

- Consider performance implications when saving and restoring the state