Load file- add back later

//Loads previous save (if it exists

string destination = "Assets/Resources/save.txt";

FileStream file = null;

//if file exists then load

if (File.Exists(destination))

{

//get file

file = File.OpenRead(destination);

StreamReader read = new StreamReader(file);

//gets line from file

string line = read.ReadLine();

//player position

string[] playerData = line.Split(',');

Vector3 playerPOS = new Vector3(float.Parse(playerData[0]), float.Parse(playerData[1]), float.Parse(playerData[2]));

gameObject.transform.SetPositionAndRotation(playerPOS, Quaternion.Euler(0, 0, 0));

file.Close();

}