



```
1 // ChangeController.cs
2
3 using UnityEngine;
4 using System.Collections;
5
6 public class ChangeController : MonoBehaviour
7 {
8     // Start is called before the first frame update
9     void Start()
10     {
11         // Add a new item to the list
12         PlayerPrefs.SetString("Superhero", "Iron");
13         PlayerPrefs.Save();
14
15         // Add a new item to the list
16         PlayerPrefs.SetString("Superhero", "Batman");
17         PlayerPrefs.Save();
18
19         // Add a new item to the list
20         PlayerPrefs.SetString("Superhero", "Flash");
21         PlayerPrefs.Save();
22
23         // Add a new item to the list
24         PlayerPrefs.SetString("Superhero", "Wonder Woman");
25         PlayerPrefs.Save();
26     }
27
28     // Update is called once per frame
29     void Update()
30     {
31
32     }
33 }
```

```
1 // Superhero.cs
2
3 using UnityEngine;
4 using System.Collections;
5
6 public class Superhero : MonoBehaviour
7 {
8     // Start is called before the first frame update
9     void Start()
10     {
11         // Get the name of the superhero
12         string name = PlayerPrefs.GetString("Superhero");
13
14         // Create a new superhero object
15         SuperheroController controller = new SuperheroController();
16
17         // Add the superhero to the list
18         controller.AddSuperhero(name);
19
20         // Destroy this object
21         Destroy(this);
22     }
23
24     // Update is called once per frame
25     void Update()
26     {
27
28     }
29 }
```

```
1 // SuperheroController.cs
2
3 using UnityEngine;
4 using System.Collections;
5
6 public class SuperheroController : MonoBehaviour
7 {
8     // Start is called before the first frame update
9     void Start()
10     {
11         // Get the name of the superhero
12         string name = PlayerPrefs.GetString("Superhero");
13
14         // Create a new superhero object
15         SuperheroController controller = new SuperheroController();
16
17         // Add the superhero to the list
18         controller.AddSuperhero(name);
19
20         // Destroy this object
21         Destroy(this);
22     }
23
24     // Update is called once per frame
25     void Update()
26     {
27
28     }
29 }
```


