**Saving & Loading**

This document is a list of things that needs to be saved and loaded. There will be two main saves. One will be a hard save by the player and the other will be a level save to transfer information over to the next level.

**Blueprint:** MainCharacter1

**Variables:**

1. FlashLight\_Obtained
2. Knife\_Obtained
3. Rifle\_Obtained
4. Cross\_Obtained
5. Pistol\_Obtained
6. Health
7. Ammo
8. Equipped\_Item (maybe)
9. Rifle\_Ammo
10. Collectables (array of 33)
11. mainObjName\_Index
12. mainObjDesc\_Index
13. subObjName\_Index
14. subObjDesc\_Index

NEED PLAYER LOCATION