

## 2. Saving

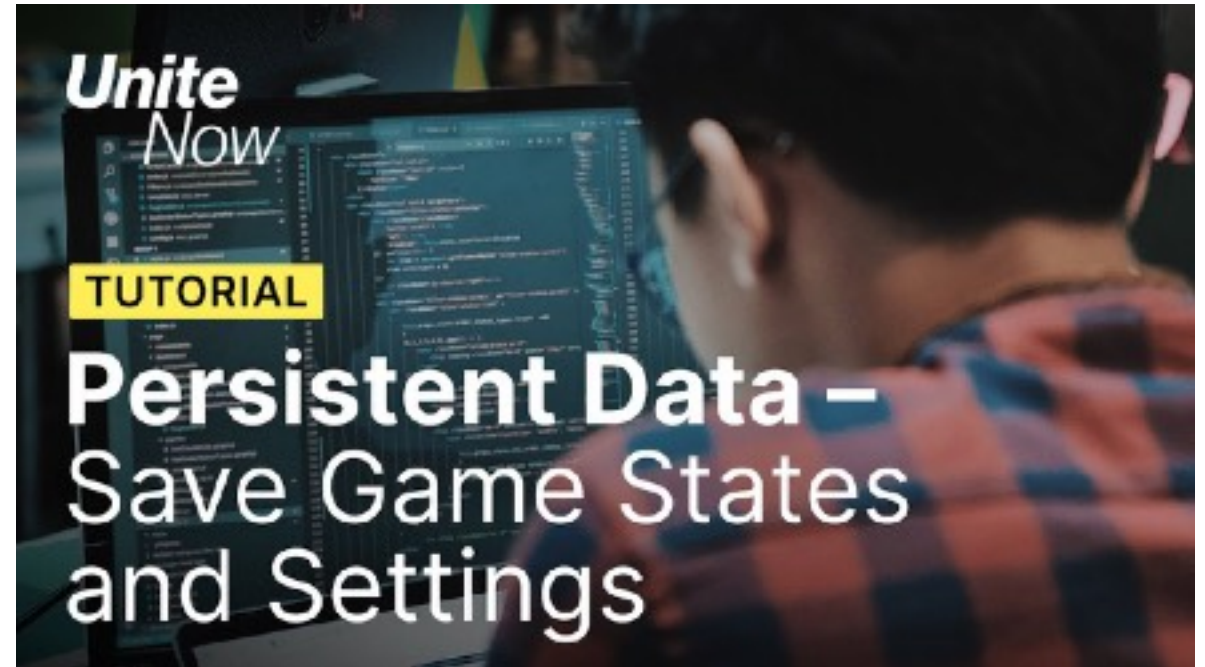
- Saving/Loading
- PlayerPrefs, JSONUtility, Custom JSON/XML



# Saving

Main methods of saving:

- [PlayerPrefs](#) (Unity)
- JSON/XML (Custom C#)
- [JsonUtility](#) (Unity)



Example code: <https://github.com/UnityTechnologies/UniteNow20-Persistent-Data/>

