Unite Now

Persistent Data –
Save Game States
and Settings

Example code: https://github.com/UnityTechnologies/UniteNow20-Persistent-Data/
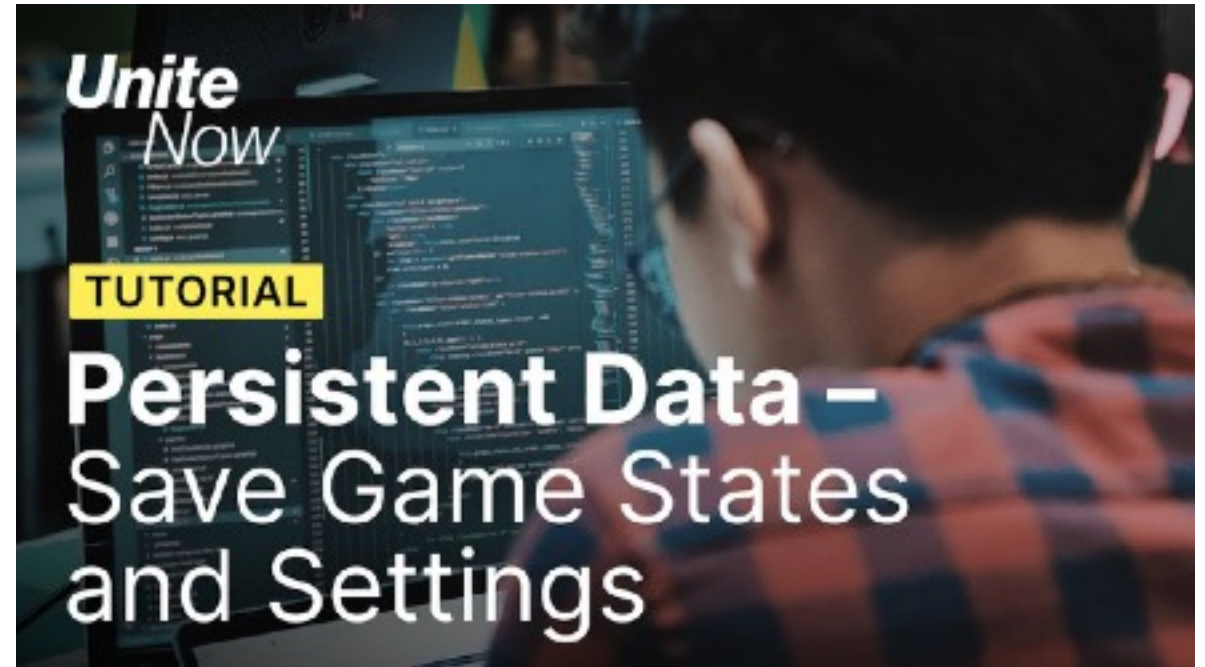
Main methods of saving:

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

Saving

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Saving

PlayerPrefs

- Unity's internal system

- Limited to int/string, no lists

```
public static void SavePrefs()
{
    PlayerPrefs.SetInt(ScoreKey, CurrentScore);
    PlayerPrefs.Save();
}

public static void LoadPrefs()
{
    int score = PlayerPrefs.GetInt(ScoreKey);
    CurrentScore = score;
}
```

JSON/XML

- Custom savedata

- Using System.IO (C#)

```
public static bool WriteToFile(string a_FileName, string a_FileContents)
{
    var fullPath = Path.Combine(Application.persistentDataPath, a_FileName);

    try
    {
        File.WriteAllText(fullPath, a_FileContents);
        return true;
    }
    catch (Exception e)
    {
        Debug.LogError($"Failed to write to {fullPath} with exception {e}");
        return false;
    }
}
```