

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;
    }
}
```



Saving

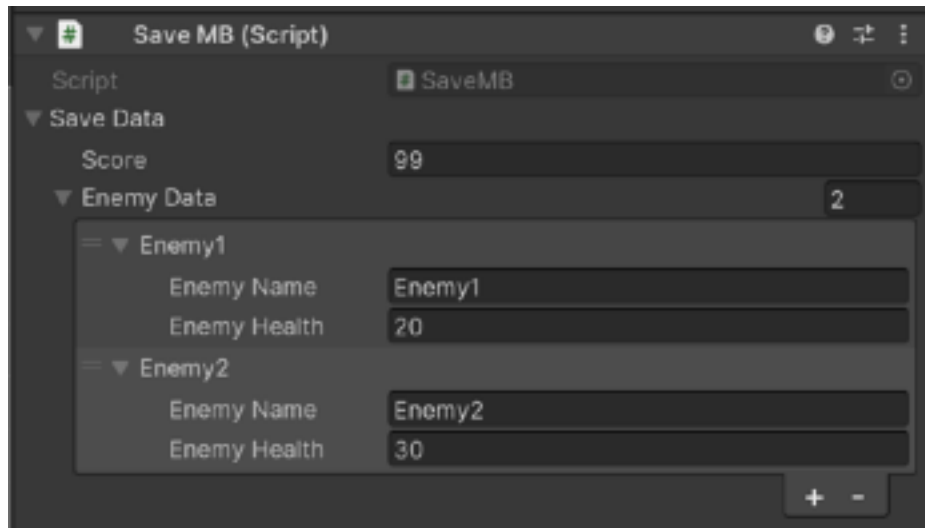
JSONUtility

– Unity helper class

JSONUtility.ToJson()

JSONUtility.FromJson()

JSONUtility.FromJsonOverwrite()



```
[System.Serializable]
public class SaveData
{
    [System.Serializable]
    public struct EnemyData
    {
        public string SaveEnemyName;
        public int SaveEnemyHealth;
    }

    public int SaveScore;
    public List<EnemyData> saveEnemyData = new List<EnemyData>();

    public string ToJson()
    {
        return JsonUtility.ToJson(this);
    }

    public void LoadFromJson(string a_Json)
    {
        JsonUtility.FromJsonOverwrite(a_Json, this);
    }
}
```

