Saving

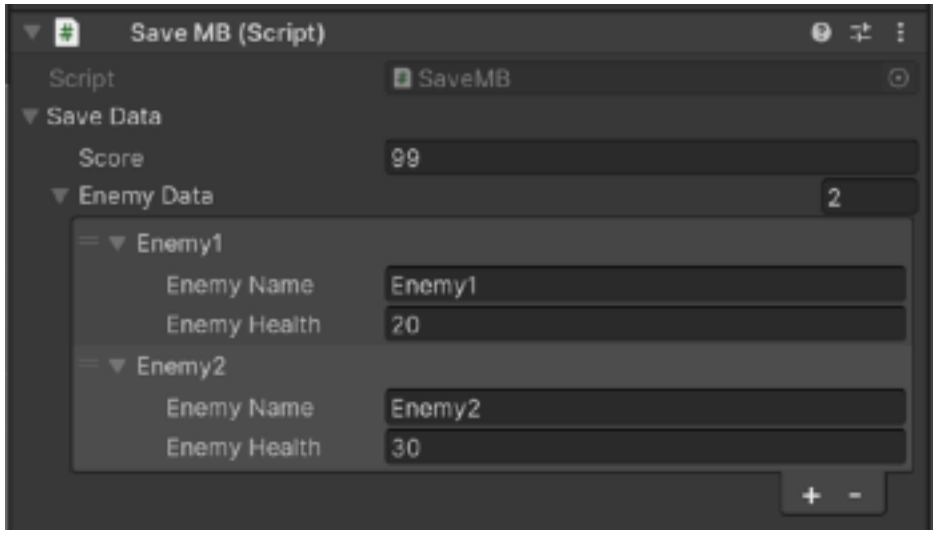
JSONUtility

- 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);
    }
}
```