**Flow variables** are only accessible throughout one flowline. For example, a temp variable during a swapping algorithm.

**Graph variables** can be accessed by all flows in the graph. An example of one of these variables is move speed.

**Object variables** are tied to the Game Object and allows different graphs to read and modify the contents of the variable tied to the object, so long as both graphs are tied to the Game Object. For example, a Player game object may have stats the effect many different graphs.

**Scene variables** can be accessed throughout the entire unity scene. This allows different objects and graphs to interact with the variable, so long as the objects are in the same scene. In a battle royale for instance, a scene variable would be the player count.

**Application variables** can be accessed by any graph in any Game Object in any scene. So long as the application is running, all running graphs can read and interact.

**Saved variables** are not directly accessed during runtime, but rather saved on a secondary storage medium so that it can be read during the next playtime. This would be helpful for saving progress or worlds.