

City Car Driving Simulator

Player Save Data

Overview

CCDS saves the player progress with json now. In older versions, it was using PlayerPrefs to store and process the data. But it's been replaced with json.

Saving and loading the player data can be done with CCDS class. It has Save, Load, and Delete methods. You can use these methods.

Example;

```
CCDS.Save();
```

```
CCDS.Load();
```

```
CCDS.Delete();
```

Accessing to the Player's Save Data

You can get access to the player's save data by CCDS_SaveGameManager class. Player's save data is custom class named "CCDS_SaveData". This class has these fields;

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

[System.Serializable]
public class CCDS_SaveData {

    public string playerName = "PlayerName";
    public int playerMoney = 0;
    public int selectedVehicle = 0;
    public int selectedScene = 1;

    public List<int> ownedVehicles = new List<int>();

    public float audioVolume = 1f;
    public float musicVolume = .65f;

    public bool firstGameplay = true;

    A reference
    public CCDS_SaveData() { }

}
```

Example;

```
CCDS_SaveData saveData = CCDS_SaveGameManager.saveData;
```

Making Changes on the Player's Save Data

If you want to make changes on the player's save data, you need to get access to the save data, make the right changes, and save it.

Example;

```
CCDS_SaveData saveData = CCDS_SaveGameManager.saveData;
```

```
saveData.playerMoney = 999999;
```

```
CCDS.Save();
```

Location of the Player's Save Data

Location of the Player's save data is application persistent path.

Example for Windows;

```
C:\Users\BCG\AppData\LocalLow\BoneCracker Games\City Car Driving Simulator\CCDS_SaveData.json
```

Note: Path folder names will be different for your developer name.

Support

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