

```
1 using System.Runtime.Serialization.Formatters.Binary;
2 using System.Collections;
3 using System.Collections.Generic;
4 using System.IO;
5 using UnityEngine;
6 /* Save and Load by Brackey: https://www.youtube.com/watch?v=XOjd\_qU2Ido
7 *
8 *
9 *
10 * NOTE: is currently set up to only handle build timers(hence the dictionary)
11 */
12 public static class SaveSystem
13 {
14     static string path = Application.persistentDataPath + "/GameData.mc"; // Create a path to which we will use to save our data(dictionary).
15     public static void SaveTimeData()
16     {
17         BinaryFormatter formatter = new BinaryFormatter(); // Create a formatter(binary).
18
19         FileStream istream = new FileStream(path, FileMode.Create); // NOTE: we create and append, may need to be changed in future.
20
21         Dictionary<string, double> data = BuildTimeData.timeData; // Create a copy of our data that will be saved.
22
23         formatter.Serialize(istream, data); // Save data.
24
25         istream.Close(); // Close stream.
26     }
27
28     public static Dictionary<string, double> LoadTimeData()
29     {
30         if (File.Exists(path)) // Checks if there is an existing save.
31         {
32             BinaryFormatter formatter = new BinaryFormatter(); // Open formatter.
33
34             FileStream ostream = new FileStream(path, FileMode.Open); // Open file
35
36             Dictionary<string, double> data = formatter.Deserialize(ostream) as Dictionary<string, double>; // Output our save data into temp var.
37
38             ostream.Close(); // close stream.
39         }
40     }
41 }
```

```
39
40         return
            data;
41     }
42     else
43     {
44         Debug.Log("SaveTimeData not found in: " + path);
45         return null;
46     }
47 }
48
49
50
51
52
53
54 }
55
```