

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 /* Save and Load by Brackey: https://www.youtube.com/watch?v=X0jd\_qU2Ido
5 *
6 *
7 *
8 * NOTE: is currently set up to only handle build timers(hence the dictionary)
9 *
10 *      INCOMPLETE/NOT TESTED
11 */
12
13 [System.Serializable]
14 public class BuildTimeData : MonoBehaviour
15 {
16     public static Dictionary<string, double> timeData;           // Gloabal ↗
17     // variable used to access data.
18     public delegate void SaveAction();
19     public static event SaveAction OnExit;
20
21     BuildTimeData() { timeData = new Dictionary<string, double>(); } // ↗
22     // Constructs dictionary.
23
24     void Start()
25     {
26         timeData = SaveSystem.LoadTimeData();                 // Loads ↗
27         // data for timers here.
28     }
29
30     void OnApplicationQuit()
31     {
32         if (OnExit != null)
33             OnExit();
34         SaveSystem.SaveTimeData();                             // Saves a ↗
35         // copy of timeData.
36     }
37 }
38
```