# Dev report: TargetData

## Author:

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## Purpose:

Packaging Target Data Info into a single object that can be transmitted with unity sendmessage methods to allow for modularization of code

## Namespaces used:

* System.collections
* System.collections.generic
* UnityEngine

## Data:

* Name – string
* Path – string
* destinationType – enum DestinationType

## Notes:

* The target data string should be easily packed into a large string for later json packing or direct data file packing
* Gets the name
* Gets the path
* Gets the path type
* Parses json data to object
* Converts object to json data