SO2 Save Camera Data at Runtime
In this game project, you are working on a horror game that wants to capture the same feeling as the original Resident Evil games, with a locked camera position, rotation, and field of view in the rooms. Since the Game Designers want to be very fixable with picking the right values, you decide to make a tool that makes it easy for them.

Exercise
- Create a Custom Inspector for a CameraController class, that is attached to the Main Camera in the scene.
- When clicking a "Save Camera" button, the Custom Inspector will create a new Scriptable Object that contains the position, rotation, and field of view values from the camera and save it inside the Scriptable Object.
- You should also save the name of the room that the camera is placed inside.
- The Scriptable Object should be saved in a folder named "Saved Camera Data".
- The filename of the Scriptable Object should contain the RoomName.
- To prevent the Game Designers from clicking on this button while in Edit mode, Only make it available doing playmode.

Hint:
For this exercise, you don't need to create a full model of different rooms. You can just make some different areas that the camera could be in.

Optional Exercises:
1. Moving the camera around just using the Transform component can be a little bit annoying in the long run. How would you make it easier for the Game Designer to move the Camera around in the game?