```csharp
using UnityEngine;
using System.Collections;

public class Stats {
    public int fuerza;
    public int fespecial;
    public int defensa;
    public int despecial;
    public int velocidad;
    public int vida;
    public int punteria;

    public Stats(int f, int fe, int d, int de, int v, int hp, int punt){
        fuerza = f;
        fespecial = fe;
        defensa = d;
        despecial = de;
        velocidad = v;
        vida = hp;
        punteria = punt;
    }

    override public string ToString(){
        return fuerza+","+fespecial+","+defensa+","+despecial+","+velocidad+","+vida+","+punteria;
    }

    public Stats(string s){
        int[] stats = {0,0,0,0,0,0,0};
        int j = 0;
        for(int i = 0; i < s.Length; i++){
            if(s[i] == ','){
                j++;
                if(j>stats.Length)
                    break;
                continue;
            }
            stats[j] = stats[j]*10+(int)char.GetNumericValue(s[i]);
        }
        fuerza = stats[0];
        fespecial = stats[1];
        defensa = stats[2];
        despecial = stats[3];
        velocidad = stats[4];
        vida = stats[5];
        punteria = stats[6];
    }
}
```