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


public class sqlScript {
    private string URIDataBase = "";
    private string databaseName = "BaseDatos";
    private dbConection _connector;
    private string tablaPosicion="continar";
    private string tablaMonstruos="tablaMonstruos";

    private dbConection conectarDB(){
        _connector = new dbConection ();
        string folderPath;

        if(Application.platform == RuntimePlatform.Android){
            folderPath = Application.persistentDataPath+"/DB";
        }else{
            folderPath = "Assets/DB";
        }
        URIDataBase = folderPath + "/" + databaseName;
        if(!File.Exists(URIDataBase)){
            System.IO.Directory.CreateDirectory(folderPath);
            string path = "jar:file://"+folderPath+"!/assets/"+databaseName;
            WWW loadDB = new WWW(path);
            while(!loadDB.isDone){
            }
            File.WriteAllBytes(URIDataBase,loadDB.bytes);
            _connector.OpenDB("URI=file:"+URIDataBase);
            _connector.CrearTabla(tablaPosicion);
            _connector.CrearTablaMonstruos(tablaMonstruos);
            _connector.InsertData("Sc01","0","0");
        }else{
            _connector.OpenDB("URI=file:"+URIDataBase);
        }
        return _connector;
    }

    public void cargarPartida(){
        _connector = conectarDB ();
        _connector.SelectData ();
        _connector.SelectMonsterTable();
        _connector.CloseDB ();
        Application.LoadLevel(PlayerPrefs.GetString("Scene"));
        PlayerPrefs.DeleteKey("Scene");
    }

    public void updatePosition(string scene,string posx,string posy){
        _connector = conectarDB ();
        _connector.UpdateData (scene,posx,posy);
        _connector.SelectData ();
        _connector.CloseDB ();
    }

    public void updateMonsters(){
        _connector = conectarDB();
        _connector.InsertMonsters();
        _connector.SelectMonsterTable();
        _connector.CloseDB();
    }

}
```