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

public class SaveButton : MonoBehaviour {
    public bool exitEnabled = true;
    public Texture exitTexture1, exitTexture2;
    public GameObject player;
    public sqlScript db = new sqlScript();
    private string scene,posX,posY;
    private float size;

    void Start(){
        size = Screen.width/20;
    }

    void OnGUI(){
        if(exitTexture1){
            if(GUI.Button(new Rect(10, 10, size, size), "Save")){
                player = GameObject.FindWithTag("Player");
                scene = Application.loadedLevelName;
                posX=player.transform.position.x.ToString();
                posY=player.transform.position.y.ToString();
                db.updatePosition(scene,posX,posY);
                db.updateMonsters();
            }
        }
    }
}
```