Saving and loading games

In this chapter we will learn how to Save and Load a game.

Saving a game

To learn how to load a game, first you have to learn how the saving process works.

Every doStoreState that you make in the game is transferred to the entire set of users, and simultaneously saved in the server state as a ServerEntry, when the users choose to save the game, what happens is that the server state is saved into our database, there will be no callback in the game for this event.

Loading a game

When loading a game all the things learned in the previous tutorials still apply, the only difference is in the gotMatchStarted callback, which in a new game will have the serverEntries parameter as an empty Array, in the situation of a load however we will get the entire set of server entries stored on the server using the doStoreState call in the previous game, as an Array of ServerEntry elements in the serverEntries parameter.