Intro:

In this tutorial we will learn how to save and load a game

Clip 1:

To save a game you first need to go to the emulator and start a game (pause)

After the game starts, you don’t have to make any moves, you press the save button located on the top left corner, choose a name (pause) and that’s it, in the real server when the players agree on a game save, the server will store the information in a database.

Clip 2:

To load the game, first press cancel on the top right corner of the emulator, and now press load and choose the previously saved game.

Now let’s see how we do this in our code, go to the TickTacToeTuturial class, remember we talked about gotMatchStarted in chapter 3, there we talked about your game receiving an array of serverEntries, this serverEntries array will be empty in a new game however in a loaded game the server will take all the entries received through the doStoreState function and send them all in the gotMatchStarted callback as the serverEntries parameter.