

- **Describe the difference in data storage between Binary Data and the PlayerPrefs**

PlayerPrefs is mostly intended for storing config options e.g. Settings. But it can also be used to store save game data, if that data is rather small. If you are storing large data or your game has lots of saves you may run into some problems when using PlayerPrefs. The advantages of binary files are that they are more efficient. In terms of memory, storing values using numeric formats rather than as text characters tends to use less memory. Binary formats also offer advantages in terms of speed of access.

- **Describe and explain binary memory storage.**

Binary is a numeric system that only uses two digits — 0 and 1. Computers operate in binary, meaning they store data and perform calculations using only zeros and ones. 1 and 0 is also considered a 'Bit' Each bit of memory stores something saved resulting in binary memory storage

- **Describe your game and mechanics**

My game consists of basic doodle jump like aspects. The platforms consist of Platform Effectors that bounce the player in the air, and they must journey their way to the finish line without missing a platform.