**Game saving**

In order to save the player’s game, we will build a blueprint with a variable for each piece of data we wish to save. This will include the furthest level the player has completed as game progression is linear. We will also save the current options the player has selected including their controls. This will be done in a blueprint by creating a savegame class, setting its instance then setting all the variables we wish to save and finally calling the asynch save game to slot function. We will have an input allowing the player to select a save game slot and will give each slot a unique ID.

**Game Loading**

In order to load the game we will call the load game from slot function, the slot will be chosen by player input, and cast it to the save game input in order to load in all the data values we need.