System saving and loading a game using Serializable   
  
import java.io.Serializable;

public class Player implements Serializable {

    private static final long serialVersionUID = 1L;

    private String name;

    private int level;

    private int score;

    public Player(String name, int level, int score) {

        this.name = name;

        this.level = level;

        this.score = score;

    }

    public String getName() {

        return name;

    }

    public int getLevel() {

        return level;

    }

    public int getScore() {

        return score;

    }

}

import java.io.Serializable;

public class GameResponse implements Serializable {

    private static final long serialVersionUID = 1L;

    private String message;

    private boolean success;

    public GameResponse(String message, boolean success) {

        this.message = message;

        this.success = success;

    }

    public String getMessage() {

        return message;

    }

    public boolean isSuccess() {

        return success;

    }

}

import java.io.Serializable;

public class GameResponse implements Serializable {

    private static final long serialVersionUID = 1L;

    private String message;

    private boolean success;

    public GameResponse(String message, boolean success) {

        this.message = message;

        this.success = success;

    }

    public String getMessage() {

        return message;

    }

    public boolean isSuccess() {

        return success;

    }

}

Output:

Enter Player Name: Sanjay

Enter Level: 5

Enter Score: 1200

Player data serialized and stored in playerData.ser

Player data deserialized successfully.

Deserialized Player Details:

Player Name: Sanjay

Level: 5

Score: 1200